American Whist Illustrated: Containing the Laws and Principles of the Game

G. W. P.

AMERICAN WHIST
ILLUSTRATED

CONTAINING

THE LAWS AND PRINCIPLES OF THE GAME, THE ANALYSIS OF THE NEW PLAY AND AMERICAN LEADS, AND A SERIES OF HANDS IN DIAGRAM

AND COMBINING

Whist Universal and American Whist

BY

G. W. P

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FROM STOCK

SIXTH EDITION

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To

THE PLAYERS OF WHIST

WHO STUDY THE GAME

This Book

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PREFACE TO THE FIRST EDITION.

"AMERICAN WHIST," published in 1880, has passed through ten editions, and four editions of "Whist Universal," published in 1887, are exhausted.

This publication is the digest of the two volumes, with all the amendments, revisions, and changes in play required by the application of recent inventions and improvements in the practice of the American game.

BROOKLINE, MASS., *January*, 1890.

PREFACE TO THE FIFTH EDITION.

THE American Leads and the New Play given in detail in this volume have superseded former methods.

The best players of English or Short Whist have adopted the general plan.

American Whist is for those who honor the principles and obey the laws that govern the most distinguished game ever devised for intellectual recreation.

BROOKLINE, MASS., 1891.

CONTENTS.

PAGE

THE HISTORY AND PROGRESS OF CARDS 1
THE HISTORY OF MODERN WHIST 9
MEMORANDA 20
LAWS OF AMERICAN WHIST 21
The Revoke 25
RULES OF THE CARD-ROOMS OF THE DESCHAPELLES CLUB 26
DESCHAPELLES CLUB RULES 27
Table of Original Leads of High Cards . . . 30
ORIGINAL LEADS:
From Suits headed by the Ace 31
From Suits headed by the King 39
From Suits headed by the Queen 42
From Suits headed by the Knave 46
From Suits headed by the 10 47
From Suits headed by the 9 47
From Suits headed by the 8 48
SUMMARY 49
OBJECTIONS 62
SECOND HAND 67
ANALYSIS OF SECOND HAND:
With the Ace 73
With the King 75
General Play 75
THIRD HAND 83
Unblocking 86
Third Hand Play 93

FOURTH HAND 101
AMERICAN LEADS 105
Low Card led 112
High Card led followed by Low Card 115
High Card followed by High Card 117
Table of Leads, No. I. 116
Table of Leads, No. II. 124
THE NEW PLAY 125
SPECIAL TOPICS 134
WHIST PRACTICE 151
IRREGULAR LEADS 212
PLAYING THROUGH THE STRONG HAND 217
FINESSE 222
TRUMPS 241
UNDERPLAY 246
THE ELEVENTH 248
THE TWELFTH 249
THE THIRTEENTH 251
SIGNALING 252
GETTING IN A LITTLE TRUMP 257
THE ECHO 261
TECHNICAL TERMS IN AMERICAN WHIST . . . 264
INFERENCES 271
HOW TO LEARN WHIST 276
A HAND AT CARDS 280
SKILL IN WHIST 287
ILLUSTRATED HANDS:
Hands 1, 2, 3, and 4.
The same Cards by different Players . . 289
Hands 5, 6, 7.
American Leads, 1, 2, 3 305
Hand 8.
The Lead of the 9 317
Hands 9, 10, 11, 12, 13, 14, 15.
The New Play 321
Hand 16.
Irregular Play 349

Hand 17.
The Coup de Sacrifice 353
Hand 18.
The Grand Coup 356
Hand 19.
Throwing the Lead 360
Hand 20.
A Yarborough 364

Leabharlann
Chontae Ceatharlach

AMERICAN WHIST.

THE HISTORY AND PROGRESS OF CARDS.[1]

CARDS, or their archetypes, were invented in Hindustan. Twelve centuries ago, certain emblems, or representations, or figures upon a stuff composed of a sort of canvas, had stated value in the valley of the Himalayas, and were exchanged for other emblems in a game that was played, until one player came to possess, by skill or accident, the most desirable of the series. Plates, thin casts, devices upon a kind of wampum, followed in their turn, and, in varied forms, canvas, or wampum lamella, or cards bearing figures or emblems, have been in constant use for the amusement and edification of emperors and kings, and the people of all nations, from the time of the Brahmin Vatullah to the present hour.

There is a tradition that, soon after the death of Mohammed Causim, who was sent by the

[1] Portions of this and the following chapter are extracts from an article on Whist contributed to the *Outing* magazine.

Caliph Walid, the Mohammedan governor of Bassorah, to invade Hindustan and convert the people to Islamism, the Hindoos, who in a general insurrection drove the Mohammedans from the country, circulated plates or casts of those whom they termed their tyrants, with other plates bearing odd figures or caricatures of their own victors, the former always to be exchanged at play, at discount by certain established rules, for the latter. Afterward, games of figures drawn upon a lighter material were formed, and Sir John Lawrence, whose administrative capacity saved the Punjaub, or country of five rivers, in the great rebellion, relates that he saw in the possession of the Rajah of Nagpoor relics of cards with figures of most curious composition, of very great age and very rare, representative of customs of exchange in play or barter. General Havelock stated to an officer of the British army that he had learned in Allahabad that many centuries ago a plan of play prevailed by means of painted cards. These medals and plates and cards, the latter formed of papyrus paper, which were used in games, in plan and purpose intended for amusement and information, had their counterpart in Arabia several centuries later. It is said that Avicenna, an Arabian logician who lived in the ninth century, invented a mode of play with cards in which the likenesses of existing leaders

in the favorite topics or business of the time were the conquerors when used in play with other representative faces.

William Andrew Chatto mentions the fact that in the museum of the Royal Asiatic Society there are three packs of Hindustanee cards. The story told by Captain D. Cromline Smith is to the effect that a high-caste Brahmin stated that one of these packs was more than a thousand years old. The material of which they were formed appears to be a sort of canvas, so stiffened with varnish that each single card seems as made of wood. And we have the testimony of Distachi, who passed several years in Hindustan and Arabia, that he heard performers at the incarnation of Vishnu repeatedly declare that, before the tenth century, cards indicative of rulers, and bearing devices emblematical of their demands, were invented to inform the people of their destiny.

The Hon. Daines Barrington says the earliest mention of cards in England is in Mr. Anstis' "History of the Garter," in which he cites the following passage from the wardrobe rolls in the sixth year of Edward I., 1278: "Waltero Sturton, ad opus regis ad ludendum ad quatuor regis, 8s. 5d.," — a charge for playing-cards.

Cards were introduced into Germany about the year 1300; but the Chinese and Syrians

had used them long before, and the Persians were familiar with them more than a century previous to their introduction into northern Europe. What were styled Tarocco cards were of still earlier date. This game called for a twofold series of figures and images strangely resolved in representation to number and factors divisible by 7, and in the formation of the pack, composed of 77 cards, the combinations were of sevens. The game of Trappola was understood in the southern provinces of France in 1361, and that of Piquet was invented in the reign of Charles VII., in 1456. The French, and not the English nation or players, have been most prominent in illustrating the historic account of the origin, continuation, or consummation of play of special games or use of playing-cards. The disposition of the cards in the pack, corresponding to those now in use, was planned in the reign of Charles VII. It was four and a half centuries ago (in 1429) that Joan of Arc rendered signal service to the French; and as a tribute to her memory the queen of spades was named Pallas, goddess of war and wisdom. The king of spades bore the name of David; of clubs, Alexander; of hearts, Charlemagne; of diamonds, Cæsar. The knave of spades was Ogier; of clubs, Lancelot; of hearts La Hire; and of diamonds, Hector. The queen of clubs was Argine; of hearts, Judic; of

diamonds, Rachel. Argine is the anagram of Regina, and represented Mary of Anjou; Rachel stood for Agnes Sorel, the lady of beauty, and Judith for Isabel of Bavaria. In the original Spanish cards there was no queen, but instead, an attendant upon the king, and Prentkoff states that such was the plan of exclusion upon those formerly used in Germany. Mr. Carl Montague asserts that cards bearing figures of individuals in high respect were current in Germany soon after the fourteenth century, a change effected in the original manner of printing. Mr. Edward Mallorn gives his opinion that the Syrians invented the plan of putting upon an oblong piece of stiff paper certain representations of favorites, which were used for games and reckoned at certain values. From this practice, he thinks, came cards as used by Europeans who would make French heroines prominent.

The game of *la triomphe* in France, or "triumph" or "trump" in England, was played in the sixteenth century: the same game with *trionfi* played by Neapolitans. "Ruff and honours," either an amended game or possessing similarity, followed in the seventeenth century, and out of it a game termed "whisk and swabbers" was formed. The assumed wisdom of many persons who have written about cards, when brought to bear upon the history of this game, exploded usually in paragraphs of doubt; *e. g.*, "Consid-

erable ingenuity has been bestowed in attempts to investigate," etc., etc., "but," etc., etc. And there an end.

A Mr. Buchan figures at great length as one of these informers who does not inform. It is difficult, therefore, to prove relationship, or even to trace likenesses and give reason for their existence, between "ruff and honours" and "whisk and swabbers."

De Cameron asserts that "if the word 'whist' was ever used, as Cotton intimates, in connection with the game of 'whisk,' for the purpose of giving a silent aspect to a portion of the play, still it could not have been recognized as the title of the game, because 'whisk' was always written during the entire first quarter of the eighteenth century."

It would seem as if Whist was afterward dissevered from "whisk," the noisy game giving place to the quiet one. "Whisk," says Delemaine, "was a game in which the board was cleared of cards or of an extraordinary stake, as swabbers cleared or cleansed the deck of a vessel."

The summing up of testimony regarding the play is that "ruff and honours," by some called "slamm," was originally played with forty-eight cards, the deuces left out for stock, and afterward exchanged for rejected cards; the honours were the four highest cards, and the call of hon-

ours held was made; the rank of the cards was the same as now, and the trump card of any size would win the best card of a suit. The "swabbers" were the four privileged cards: the ace of hearts, knave of clubs, and ace and deuce of trumps (the discarded deuce having been exchanged for a rejected stock card). These cards received the name of "swabbers" because the player who held one or more of them was entitled to sweep off all or a share of the stake, independent of the general result.

The manufacture of cards in England did not reach a period of note until the reign of Queen Anne, 1702, at which time forty thousand reams of paper were imported for the purpose of being made into playing-cards. Very wonderful have been the changes in form and purpose through which fac-similes and representations, crude and original among the ancient dates, have passed.

The monopolist of card-making in New York, issuing his carloads of pasteboard figures *per diem*, cares little for the time when commonest canvas served as the background for rough exhibit; and we who handle the delicate wares of Dougherty's manufacture confess to greater satisfaction in reading what the cards teach as they fall in regular order at the whist table, than in settling points that were taken several centuries before America was discovered.

It may be proper to state that the purposes

for which cards were invented seem to have been to afford information and amusement, and the purposes by which they have been debased seem to have been planned by Christian Europe, and not by heathen Hindustan; as practised by some players in enlightened America, *one* game with them is free from taint, working no discredit to the benighted nation by whose inventive genius they had life.

THE HISTORY OF MODERN WHIST.

WHIST as a game of principles entirely superseded all games of cards when, in 1728, Lord Folkestone became its champion at the Crown Coffee House in London. He was not only the reviser of the ancient mode of play, but the author and inventor of the modern game. Before his time the play of "whisk and swabbers" was as inutile and unrefined as the railroad whist of to-day. Laugh and talk and pounding down of the cards were its accompaniments. He determined to make of it a game of respectability, to plan its method, and to give it laws. Dr. Dakin says of him, "He was a startling contrast to Cotton and Curll and Seymour and Irnay, and, I may add, to Hoyle, who was one of the gamesters; for not one of these cared for the quality of a game, but only for the money that *any* game caused to leap from the pockets of the unwary."

Lord Folkestone revolutionized theory and practice in play. He took back the excluded deuces, assigned the cards their proper rank, introduced the naming of the odd card, directed the original lead from the strongest suit, required consideration of the partner's hand, ad-

vised attention to the score, and christened his new game the "game of silence." When all this had been done, and the Folkestone party — educated men who saw the necessity of a finished game for mental recreation — had established the superior order of things, the better class of players took interest in the matter; the old games of whisk, piquet, ombre, and quadrille went out, and the new game of whist came in.

"It seems a wondrous pity," says Delaroche, "that the good example set by Folkestone did not become a perpetuity. I cannot find that money was at any time used as an incentive to the play. At any rate, as there were plenty of short games for the gamesters, this noble one should not have been debased."

Edmond Hoyle, who for many years had been an adept in sports and games, obtained, as it was most easy to do, the information which the special Crown Coffee House players were ready to impart, and gave currency to the improved plans in a short treatise published in 1742. Hoyle's business was to make money out of whist, and he designed an "artificial memory," as he termed a certain secret plan, for imparting which he charged a guinea. It consisted of "sticking little cards" of some suits among cards of other suits, or to the left of the trumps, or to the right of the partner's suit, or almost anywhere, in order to assist the memory in remembering something.

The plan was as practical as one which would lead a book-keeper to interpolate little sums among Brown's and Robinson's credits, that he might recollect when Smith and White paid their accounts.

Hoyle was probably never an associate of the Folkestone party, but he did prove to be in a certain degree a medium for the spread of their doctrine. He was a conspicuous character, mainly instrumental in calculation of the odds, and famous in his time for information concerning each and every amusement by participation in which money could be realized. His name has been a power among the gamesters; he was their patron saint, and, in his name, games *invented since his death* are published under the same cover with his treatise *in extenso.*

Mathews, whose pamphlet followed Paine's, and who was the founder of the law that allowed the trump card to be called if left on the table after the first round, says that Hoyle, "so far from being able to teach the game, was not fit to sit down even with the third-class players of the present day."

The whist of Folkestone, or, as we are given to saying, of Hoyle, was the whist of Charles Lamb's time. In his "Elia" he immortalizes Mrs. Battle, a fine player, whose motto was "a clear fire, a clean hearth, and the rigor of the

game." It was the whist of more than a century, and the great minds of France and England took delight in it. But the man was at hand who should create a system of finesse, and present a theory which, having small respect for tradition, was to revolutionize the whist of Europe, and whose practice was to distance that of all the players of the past and of his own time. "We were forced to recognize," says James Clay, "a wide difference between this system and our own, and the French game became the scorn and horror of the old school, which went gradually to its grave with an unchanged faith, and in the firm belief that the invaders with their rash trump-leading were all mad, and that their great master, Deschapelles, the finest whist-player beyond all comparison the world has ever seen, was a dangerous lunatic."

This very wonderful man, who had been a rapid learner of chess, intuitively understanding the combinations so that he won from the most celebrated players, abandoned the game which, he said, had "much merit as a trial of skill, but the forces are alike," to become the greatest practical exponent of the game whose forces are changed whenever an attack is to be made, and whose defenses are never seen or known until the battle has begun.

Early in the present century the great player

Deschapelles introduced his wonderful play to the Parisian clubs, — far the most original and brilliant ever known. The fine "coups," as may be known by the French term for his startling acts, were of his invention; but the record of play not being kept, the many instances of victory achieved by the aid of his foresight and practice of strange ways are lost to us. The shrewdest management of Clay is traceable to the teaching of Deschapelles. The "grand coup" that consists of throwing away a useless trump to gain a trick upon the forced play of right-hand opponent, and the so-called "Deschapelles coup," made by the lead of a high card at the head of many, to be lost to the adversary that the play may be forced up to the leader's partner, are the two distinguishing memories of his genius. Of the "grand coup" Clay says: "Every one who has played whist much must have observed the not infrequent occasions when a player has found himself in the last three cards of the hand with a trump too many. He has been obliged to trump his partner's trick, to take the lead himself, and to lead from his tenace, instead of being led to, by which a trick is lost. The triumph of the great whist-player is to foresee this position, and to take an opportunity of getting rid of this inconvenient trump, — which may be done either by under-trumping the adversary when you cannot over-trump him,

or by trumping your partner's trick when you hold a losing card, with which you know you can again give him the lead if you wish to do so. I have known Deschapelles, and not infrequently, to foresee this difficulty, and to defend himself against it many tricks before it was established or at all apparent to any one else."

Deschapelles was the inventor of modes of finesse, for the play of which he was specially noted. His bold trump-leading in order that he might obtain advantages that he saw in the proper after-play of the cards that he held, astonished the calm Englishman, who, as Clay states, "thought him an inspired madman." These many coups of his peculiar leads for problematical results are practised, of course, but not, as it would seem, as brilliantly as by him, for he kept the clubs in a fever by his constant successes. He had the faculty of reading the cards that fell, as also of placing those that remained, and was reported as always tormenting second-hand, while his own second-hand play was admirable. His game was Long Whist without the trump-call or the echo, and the designated leads of high cards were not then arranged for informatory purposes. He was the most wonderful of the whist-players, and the applause of all bystanders at the close of his well-conducted game was not infrequent.

Deschapelles issued a pamphlet, — "Traité du

Whist," but it did not record his own achievements, and was merely a list of laws and directions, with explanations of their intent It is the nucleus, however, of all the laws that regulate the English game of whist, John Loraine Baldwin having taken most of them bodily, and all of them inferentially, from the published code of Deschapelles.

About thirty years ago, "a knot of young men at Cambridge, England, of considerable ability, who had at first taken up whist for amusement, found it to offer such a field for intellectual study that they continued its practice more systematically, with a view to its complete scientific investigation." In 1862, Mr. Henry Jones, a member of this coterie, under the *nom de plume* of "Cavendish," published a little book, containing principles and notes and reasons for authorized play, and introduced a selection of hands played through, illustrative of the orders given in the letter-press. In 1864, the laws of Short Whist, adopted by the Arlington Club of London, were published as the introduction to a "Treatise of the Game, by J. C.," the initials of the renowned English player, James Clay. These laws have remained without change, and govern the English game of to-day.

It is nearly a century since the game that is

now played in England, and followed or imitated by clubs elsewhere, known as "Short Whist," was inaugurated. The game of Whist was in value of count ten points, to be gained by tricks taken and honours held. From the "Treatise" of J. C. we learn why this manner of count was changed by the English clubs. "Lord Peterborough having one night lost a large sum of money, the friends with whom he was playing proposed to make the game five points instead of ten, in order to give the loser a chance, at a quicker game, of recovering his loss. The new game was found to be so lively, and money changed hands with such increased rapidity, that these gentlemen and their friends, all of them leading members of the clubs of the day, continued to play it." We are not informed how Lord Peterborough personally was pleased with the new game, since, because of the dimidiating process, he might have been deprived of his guineas more speedily than before; but it matters not. So that *money changed hands rapidly*, the Englishmen were delighted. The reduction in the manner of count in no wise interferes with the original ideas concerning the game; it only hinders the players from the opportunity of carrying them out.

Long Whist was played in America according to the old method, honours counting, until the

middle of this century. In the fall of 1857, when the Ohio Life and Trust Company of Cincinnati made one of the first of the many disastrous failures of the decade, a party of gentlemen at the Tremont House, Chicago, solaced their grief for ill-fortune by a game of whist. The play became very interesting, and lasted many hours. For the first time within the writer's knowledge honours were not counted; and after that date the players made the game of seven points the game of Long Whist.

About ten years ago, a small club was formed in Boston, whose members, having great respect for the creed of the Folkestone Circle, determined to study whist to the promotion of a like purpose, the glory of the game. Study convinced them not only that it was necessary for the development of the power of the cards that all of them should be played, but that it was not essential to shorten the game by giving points to cards which did not make tricks. They adopted James Clay's golden maxim, "It is of more importance to inform your partner than to deceive your adversary;" and his precept, "The best whist-player is he who plays the game in the most simple and intelligible way." They believed that the laws for that player should be simple and intelligible, and framed a code of distinguished difference from the voluminous one that regulates the English play. Their

method was at once prepared for assimilation with and acceptance of improvements and inventions which were somewhat rapidly to follow each other, and which were destined to be of the first importance to the permanency and credit of the game. The discard from the strong suit upon the opponent's trump play, the lead of the penultimate, and the echo of the call had been incorporated into the play of both Long and Short Whist; but it was after the introduction of the amended and revised game, in practice in this country, to which these students gave the name of American Whist, that the lead of ace, then king, if no more of the suit are held; of king, then knave from the four honours; and of the 9, when king and knave, and not ace or queen, are in hand, were adopted as standard plays in the best ordered game.

The improvement upon the order for the echo of the call; the refusal by second-hand to play queen on knave led; the invention of the signal by the rank of a card thrown; the application of a trump signal after trump exhaustion, to inform partner of the quality of suit in hand; and the absolute denial of an original singleton lead, are all American in theory and practice.

The plain suit echo is a part of the system inaugurated by the introduction of American Leads. The law of unblocking dates back a century and a half, but its practice in detail in

conformity with specified leads was shown by Cavendish in his book upon the new invention entitled "Whist Developments." Some of his labor is lost, however, by the introduction, of still more recent date, of the new order of lead and follow, which has received the name of the "New Play."

"American Leads" are the invention of N. B. Trist, Esq., of New Orleans, La.

The "New Play" is full of discoveries, of improvements upon former plans, and for them fine players of Europe and America wear the laurel.

The recent radical changes applied to practical play render obsolete many of the former modes of management of cards, but they are in conformity with the principle and are a welcome addition to the practice of American Whist.

MEMORANDA.

In 1728, the first Lord Folkestone and his friends at the Crown Coffee House in London devised a code of regulations for the play of the new game of Whist. Upon the foundation laid by these gentlemen the present superstructure has been builded.

In 1837, M. Deschapelles of France constructed a theory of finesse and follow, and gave laws for the management of the game as practised by the Parisian clubs.

In 1864, the Arlington Club (now "The Turf") of London officially accepted selections made from the Deschapelles rules, and named them the "Laws of Short Whist."

In 1878, the Berkeleys of Boston framed a series of orders to govern the revision of Long Whist, and called the new play the American game.

In 1889, the Deschapelles Club of Boston adopted a completed code of laws for the government of American Whist.

Leabharlann
Chontae Ceatharlach
322, 353

LAWS OF AMERICAN WHIST.

1. FOUR persons out of any number, by agreement, or by cutting or drawing lower cards than the rest, form a table. These four may agree upon partnership, or may cut to decide how they shall play. In cutting, the ace is low.

2. The first dealer is he who of the four players has cut or drawn the lowest card. The player on his left shuffles the pack chosen by the dealer, and the player on his right cuts, not leaving less than four cards in each packet. The cut, when both packets are on the table, is the packet nearest the centre of the table. The trump card, which is the under card of the cut, must not be known until it is turned by the dealer. If by accident it should be seen, or if any other card is exposed when cutting, the pack must be cut again. While the deal is being made, the dealer's partner shuffles the other pack for his own right-hand opponent, who is next to deal.

3. Either pack may be shuffled by any one of three players while the other pack is being dealt; but as a rule, the cards having been shuffled at the beginning by any of the players will not again be shuffled except as by Law 2. When

shuffled, the pack must be placed at the left hand of the next dealer.

4. The deal is lost if thirteen cards are not, in regular succession, beginning at the dealer's left, thrown before each player, if a card is exposed while dealing, or if the last card is not turned up at the dealer's right hand.

5. The cards dealt must not be gathered until the trump card is turned.

6. The trump card shall remain upon the table at the right hand of the dealer until three players shall have played, but not after the second round. The trick need not be turned to constitute a round.

7. Each player upon taking up his cards should count them. If he has not exactly thirteen, that is the time to report the misdeal, before a card is played. If at the close of a hand a player is known to have held more or less than his proper number of cards during the play, his side loses a point and cannot score. If both his opponents have their proper number, they may score, if by tricks entitled to do so.

8. No conversation can take place during the play. WHIST IS THE GAME OF SILENCE. Talking must cease when the first leader throws his card; silence must continue until the last card of the hand is played. No word or act that gives information concerning the play or situation of any card by a player to either player or by-

stander is allowable between the turning of the trump and the finish of the last round of the hand.

9. A card that belongs in the hand must not be drawn from it until it is time for the holder to throw it as his lead or upon a trick. Cards played must be thrown toward the centre of the table. Each one should be seen by each player as it falls. A player may move them, however, in order to see every one, but not after they are gathered, and no motion is allowable that identifies the player of any card.

10. If a player throws two or more cards at once, or exposes a card unless to play it, or plays out of turn, the card or cards so exposed or thrown are taken into the hand, and for each offending card he suffers the penalty of Law 15. A card in a player's hand seen by another player is an exposed card.

11. Every trick taken must be gathered and turned before the play of the following round is completed. When a trick is turned it cannot again be seen until the hand is played.

12. The cards are played for all the points that can be made, and the number of points made by each player may be kept upon the counters or score cards. When the game won is announced, the counters or score cards must be set at 0 before the next deal is made. A game consists of seven points, or as many more

as may be made by the hand in which seven is reckoned or reached. Each trick beyond six made in the play of each hand counts one point. A rubber is two games won out of three played, or two games successively won. A rubber game is the decisive game of three.

13. Every hand must be played out unless, the game being decided to the satisfaction of the losers, the cards are thrown down by one or both. If the cards are so thrown down, the game is at once counted against them, and a point taken by the winners for each card in any one hand.

14. The announcement of the score must be made while the cards are in trick packets. The score of the game must be called and counted before the cards for the next deal are cut, but the registry of the game on the club book may be made at any time during the deal.

15. Penalties should always be enforced. A penalty cannot be taken during the play, but must be claimed and scored before the cards are cut for the next deal. The cut is not voluntary, but is made by invitation of the dealer. The penalty for the infringement of any law is the deduction of one point from the score of the offender, or the addition of one point to the score of the claimant, as the adversaries upon consultation, or either of them by permission of the other, shall elect.

THE REVOKE.

16. A revoke is the play on the trick of a card of a different suit while holding a card of the suit that is led. If a player, having thrown a card that would cause a revoke, can substitute the proper card for that thrown before the trick is turned, he may do so, and suffer the penalty of Law 15 for having at first thrown a wrong card. If in the mean time other cards have been played, any or all of them can be recalled.

17. A revoke is established if the trick in which it occurs be turned and quitted, or if either the revoking player or his partner, whether in his turn or otherwise, leads or plays to a following trick.

18. If a player revoke, his partner must share with him the fault and penalty, — which is three tricks taken from them, or three points taken from their score, or three added to their adversaries' score, at such adversaries' will; the revoke to be decided, by the examination of the cards, if need be, at the close of the hand. Either party may make such examination for any purpose. No score that wins the game can be made by the revoking party.

RULES OF THE CARD-ROOMS OF THE DESCHAPELLES CLUB.

1. THE order of the game is SILENCE. No conversation is allowed while play is in progress.

2. "Bystander" is the term applied to each person in the room who is not engaged in play.

3. A bystander, by permission of the players, may look over one hand while it is being played and converse with a player during the deal.

4. A bystander may report to the Committee on Whist Regulations any impropriety in play.

5. A bystander has no other privilege, and if he transgresses courtesy by remark or interruption that attracts the attention of a player, he is responsible for causing that player to lose a point.

DESCHAPELLES CLUB RULES.

1. THE authority of the only card game to be played in the rooms of the club is American Whist Illustrated.

2. "During the deal" is the term applied to the time between the taking of the last trick of a hand and the turning of the next trump-card. Silence, however, among the players is not a demand until the first card of a hand is thrown.

3. A player "during the deal" may converse with whomsoever in the room he pleases, and if he is engaged in conversation when the leader is ready to play, the leader will consider the circumstances, and before he throws his card will give the warning, "Ready."

4. If, during the play at one table, conversation during the deal is held at another table, courtesy requires that no interruption be caused to the game in progress. Violation of etiquette is violation of rule.

5. Players may agree as to which partner in any hand may gather the tricks, but it is rulable that the first trick made should be gathered and turned by the partner of the winner, who places it upon his left hand and adds to it in order the

tricks subsequently taken by his partner and himself in that hand.

6. Players having the counters or score-cards in charge will see to it, not only that they are correctly kept, but that they are in proper place, always at their right hand, in sight of all, and that after a game is played and announced they represent "no score" before the next deal is made.

7. Three members, who shall constitute the Committee on Whist Regulations, shall be chosen at the annual meeting by the whist players. If deviation from the order of leads is made upon his original lead by any player, such play may be reported to this committee by any of the players or by any bystander. If the reasons given by such player for making such lead are unsatisfactory to the committee, he shall be informed that his play was incorrect. Upon a repetition of such play the committee shall notify the club that any other player may properly decline to play at the same table with the offender. The decision of this committee in all cases of appeal shall be final.

8. Match games may be played by the club players with each other or with other players of the American game, the number of rubbers being specified, and the points made by each party kept. See Law 12.

The members of the club respect the unwritten law that the dignity of their game permits no wager. At its conclusion, the play of a hand may be talked over and analyzed, to the advantage of the players. Good play will be approved and poor play criticised. No exultation because of success, or regret because of defeat, will be manifested. High cards will take low cards. It is not a credit to hold the best, nor a discredit to hold the lowest. Hands may be well played and be beaten by hands that are badly played. Censure is deserved by those who do not manage well the cards that are held. Credit belongs to those who practise *the best manner* of play. The use of knowledge applied to the game, and not the use of fortune applied to the score, proclaims the player.

TABLE OF ORIGINAL LEADS OF THE HIGH CARDS.

Lead ace from —

Ace, k., qu.
Ace, k., kn., and two or more.
Ace, k., 10, 9, and more.
Ace, k., and three.
Ace, k.
Ace, qu., kn., 10.
Ace, qu., kn., and more.
Ace, qu., kn.
Ace, qu., 10, 9.
Ace, qu., 10, or 9 and more.
Ace, qu., and three.
Ace, qu., and one.
Ace, kn., 10, 9.
Ace, kn., 10, and others.
Ace, kn., 9, or 8 and others.
Ace, kn., and three.
Ace, 10, 9, 8, and more.
Ace, 10, and three.
Ace and four.

Lead king from —

Ace, k., qu., kn.
Ace, k., qu., and one.
Ace, k., kn., and one.
Ace, k., and one or two.
K., qu., kn., 10.
K., qu., kn., and one.
K., qu., kn.
K., qu., 10, and one.
K., qu., 9, and one.
K., qu., and two.
K., qu., and one.
K., qu.
K., kn., and one.

Lead queen from —

Ace, k., qu., and others.
K., qu., 10, and three.
K., qu., 10, and two.
K., qu., 9, and two.
K., qu., and three.
Qu., kn., 10, 9.
Qu., kn., 10, and one or more.
Qu., kn., 10.
Qu., kn., 9, 8.
Qu., kn., and three.
Qu., kn., and two below 7.
Qu., kn., and one.
Qu., kn.
Qu. and two.

Lead knave from —

Ace, k., qu., kn., 10, 9.
Ace, k., qu., kn., and more.
K., qu., kn., and two.
K., kn., 10, and more (in tr.).
Kn., 10, 9, 8.
Kn., 10, 9, or more.
Kn., 10, and two below 7.
Kn. and two.

Lead 10 from —

Ace, k., qu., kn., 10 (kn. in trumps).
K., qu., kn., 10, and more.
K., kn., 10, and others.
10 and any two.

Lead 9 from —

K., kn., 9, with or without others, except ace and qu.

The leads from any number of cards less than four may be forced original leads from any player other than the original leader. See pages 31 to 66. See also pages 116 and 124.

ORIGINAL LEADS.[1]

WHEN the term "fourth best" or "fourth" is used, the word "original" is understood.

FROM SUITS HEADED BY THE ACE.

Holding ace, k., qu., kn., 10, 9, with or without others, — lead kn., follow with 10. Partner will not trump kn., originally led.

The sexieme sequence has its special lead. When next instead of k. or qu. the 10 is played, the holding is proclaimed. In trumps, lead 10, follow with 9, then ace.

Ace, k., qu., kn., 10, — lead 10. Partner will not trump this original lead. Follow with ace and the intermediate cards are proclaimed, because it is shown that ace is not held up, and that the lead was not from k., kn., 10. This combination is the only one requiring the original lead of fifth best. In trumps, lead kn., then 10, then ace.

Ace, k., qu., kn., and others, — lead kn., fol

[1] See *American Leads*, p. 105, and *The New Play*, p. 125. See also *Objections*, p. 62.

low with qu. if holding three lower, with k. if two lower. Formerly k. was led.

Ace, k., qu., kn., and one small, — lead kn., follow with ace.

All the above are leads of the "new play." They do not come under the head of the technical "American leads," because those relate expressly to three special situations; but these leads and others of recent invention as well as the conventional leads are valuable in the new system. In fact, the very recently adopted leads of the "new play" furnish the clearer evidence of numerical force. In this analysis of the various leads mention will occasionally be made of their belonging to either the American leads or the new play. Formerly the k. would have been led originally from every one of the above holdings. The new leads are informatory concerning the rest of the hand. In the sexieme and quint sequences the leads and follows are peculiar because the combination is phenomenal. In the quart sequences the lead of the kn. is preferable to the k. lead, since the following play informs of numerical strength. Formerly the holding of five cards was not proclaimed; now five, or six, or seven can be shown.

Ace, k., qu., kn., — lead k., follow with kn. Ace and qu. only can remain. See *K., qu., kn., and one.*

Ace, k., qu., and others, — lead qu., follow with k. if three or more small, with ace if but two. Formerly k. was led.

Ace, k., qu., and one more, — lead k., then qu. In trumps, lead qu., then ace.

Ace, k., qu., — lead ace, then k., then qu. The leader can have no more.

Ace, k., kn., and two or more, — lead ace then k. By the new play, ace when not in tierce sequence is led if five or more are held. Formerly k. was led. In trumps, lead k., distinguishing by second lead of ace the suit from that of k., qu., 10, and three.

Ace, k., kn., and one more, — lead k. For the second lead it is proper to open another suit and wait for knave finesse. In trumps, if three rounds must be had, lead k., then ace, then kn., or small, according to the fall of the cards. The trump lead from ace, k., under several combinations is required by the rank of the cards to be uniform, but the continuous play determines situation.

Ace, k., 10, 9, and others, — lead ace, then k., or follow with trump if strong. In trumps, lead k. and wait return.

Ace, k., and three or more, — lead ace, then k. This is the new play; formerly k. was led. The advantage lies in the announcement of a greater number than four of the suit. In trumps, if three rounds are not imperative, lead fourth best unless with seven in all when lead ace, then k.

Ace, k., and one or two more, — lead k., then ace. It is always better to open a suit of four than any one of three cards. In trumps with four, lead the small card, if but three lead k., then ace, then small.

Ace, k., — lead ace, follow at once with k. This lead when made originally informs partner that no more of the suit is in hand, that no commanding suit is held, that the leader cannot have five trumps or four of strength. Partner holding qu. of the suit can probably make it, or holding low cards of the suit need not hesitate to play them if he desires that they be trumped. The fall of the cards and partner's hand will determine for him that no more of the suit can be held by the leader. In trumps the lead tells of a good plain suit, one of which at once follows.

Ace, qu., kn., 10, with or without others, — lead ace then 10. The afterplay of qu. or kn. determines the number held. The system of

American Leads and the new play informs by direct means. It does not allow to denote number the skip of a card and a descending scale. You play ace then 10 the fourth best, and you hold qu. and kn. You cannot play ace then kn. then 10, holding qu., to designate anything. The new system is logical and respects the mathematical rank of the cards.

Ace, qu., kn., and two or more, — lead ace then kn., showing qu. and denying k.

Ace, qu., kn., and one more, — lead ace then qu., showing kn.

Ace, qu., 10, 9, with or without others, — lead ace then 9. The lead of the 9, although fourth best, would be incorrect, because the 9 should never be led originally unless to designate the holding of k. and kn. See *K.* Besides it would be weak play, for if the k. in opponent's hand will make after the ace is led, it certainly can make if the ace is not led.

Ace, qu., 10 or 9, and three small, — lead ace then fourth.[1] The lead of ace in trumps assumes a small card turned. If kn. is turned on the right, lead qu. The rank of the trump card

[1] *American Leads.* See also *Irregular Leads*, p. 212, and *Unblocking*, p. 86.

and its situation are always to be considered in trump leads and trump play.

Ace, qu., and three small, — lead ace, then fourth.

Ace, qu., and two, — lead lowest, retaining tenace. This is a good original lead, especially if the small card is not below the 7. Players declining to lead from this combination, in the hope that the suit may be led up, are liable to disappointment, since the opponent must hold four to make such lead advisable. Partner, unless holding k. and three, will not probably lead the suit. If he does hold k., the original lead of small one he will take; if he does not, the k. is as liable to be on the left as on the right of the leader.

Ace, qu., and one more, — lead ace, then qu. If opponent holds k., partner is liable to hold kn. If both honours are against, qu. cannot make. From this combination or from any other of three cards in plain suit, except an ace tierce sequence, the original lead should not be made. There must always be a suit of four, and although it be of small cards, the lowest card of it is the better lead.

Ace, kn., 10, 9, with or without others, — lead ace, then 9.

Ace, kn., 10, and others, — lead ace, then fourth, unless k. or qu. fall, in which case follow with 10.

Ace, kn., 9 or 8, and others, — lead ace, then fourth.

Ace, kn., and three small, — lead ace, then fourth.

Ace, kn., and two small, — lead lowest, holding the tenace.

Ace, kn., and one more, — see *Irregular Leads*, p. 212; also see p. 64.

Ace, 10, 9, 8, and others, — lead ace, then 8.

Ace, 10, 9, 8, — lead 8.

Ace, 10, and three others, — lead ace, then fourth. In trumps, lead fourth.

Ace, 10, and two, — lead lowest. See *Ace and three.*

Ace, 10, and one. There is seldom occasion for original lead from this combination. The other suits may be exhausted, however, before the player holding it has his opportunity of

lead. Judgment must decide upon the play of ace or lowest.

Ace, 9, 8, 7, — lead 7.

Ace and four, — lead ace, then fourth.

Ace and three, — lead the low card, unless the low card is the 2, in which case ace may be led, then 2, there can be but two more. The Parisians lead ace at head of four. The distinction is made in American play, and the deuce is not originally led as smallest card of a suit of four, if ace is held, in plain suits.

Ace and two more, — generally lead ace. Partner is more liable, at the time that the play from this combination must be made, to be benefited rather than hurt by the lead of the high card.

Ace only. This is the only singleton play allowable as an original lead. In trumps, it may be played at any time.

The ace lead generally signifies the holding of five cards of the suit.

FROM SUITS HEADED BY THE KING.

HOLDING **k., qu., kn., 10, and others,** — lead 10, follow with kn. if three more, with qu. if two more, with k. if one more. The new play; formerly k. was led. In trumps, lead 10, same follow.

K., qu., kn., 10, — lead k., then 10. By the new play, 10 is not led at the foot of quart to k. K., in plain suits, is not led when more than four of the suit is held. The k. led signifies the holding of either ace or qu.; see p. 130.

K., qu., kn., and two or more, — lead kn., follow with qu. if more than two, with k., if two.

K., qu., kn., and one, — lead k., follow with kn. The ace will probably fall. The qu. must be in hand and but one small card. The play is the same as that made when ace, k., qu., and kn., are held, but the rank of the cards warrants it.

K., qu., kn., — lead k., then qu.

K., qu., 10, and three, — lead qu. In trumps, lead k., follow with qu., unless kn. falls.

K., qu., 10, and two, — lead qu. By the new play, qu., the second of the sequence is led, designating five at least, of the suit. Formerly k. was led.

K., qu., 10, and one more, — lead k.

K., qu., 9., and two or more, — lead qu.

K., qu., 9, and one, — lead k.

K., qu., and three or more, — lead qu. Formerly k. was led.

K., qu., and two more, — lead k.

K., qu., and one, — lead k., if the suit must be led.

K., kn., 10, 9, with or without any or all lower cards, — lead 9.

K., kn., 10, with or without others, except 9, — lead 10. In trumps, lead kn., the Parisian lead, and strong.

K., kn., 9, with or without any or all others except ace and qu., — lead 9. In trumps, if 10 is turned on the right, lead kn.

K., kn., and any other three or more, — lead fourth.

K., 10, and any other three or more, — lead fourth.

K., and any four, — lead fourth.

K., and any three, — lead lowest.

K., and any two, — lead k. You may lead directly up to a major tenace, but in such case it is an even chance that partner holds kn. or 10.

K., and one, — lead k. when a forced lead, and especially if declared the partner's suit.

K. only is never led.

The k. lead signifies the holding of four cards of the suit of which either ace or qu. is one.

FROM SUITS HEADED BY THE QUEEN.

HOLDING **qu., kn., 10, 9, with or without others,** — lead qu., follow with 9. The kn. and 10 are shown. If the suit is continued, the play of 10 shows at least two; of kn., one more small.

Qu., kn., 10, and others, — lead qu., follow with 10 if two; with kn., if one small. The qu. is the third card in rank, and not reckoned a trickmaker. Played as the head of a sequence, if a higher card falls, the kn. or 10 is equally informatory. The error of leading the lowest of a qu. sequence is apparent.

Qu., kn., 10, and one or no more, — lead qu., follow with kn. There can be but four cards at most in hand, and if four, one must be the 10. See *Qu., kn., and two.*

Qu., kn., 10, — lead qu., then kn.

Qu., kn., 9, 8, and others, — lead qu., then 8.

Qu., kn., and three more, — lead qu., then fourth.

Qu., kn., and two, the smallest not lower than the 7, — lead lowest.

Qu., kn., and two small, — lead qu., then lowest as possible chance for the kn. This lead from four cards is better than the lead of a small card that is liable to be taken by one lower than the kn. Only one trick in this suit is probable, and if the qn does not make, a high card is drawn and the kn. has its chance ; if the qu does make, the kn. may also make. The qu. at the head of many combinations may safely be led, because of its rank as third best card, able to draw those that are higher, and to demonstrate by the fall of the cards what remains in hand.

Qu., kn., and one small, — lead qu., then kn.

Qu., 10, 9, 8, with or without others, — lead 8, fourth best. American lead.

Qu., and any other three or four, — lead fourth.

Qu., and any other two or one, — lead qu, but only when a forced lead. A forced original lead from qu., and two or even one may be required in this manner ; several rounds may have been played before this leader has the lead. The qu. may have been declared to be of the partner's

suit, or the fall of the cards may have denoted that any other play which the leader can make must injure partner's hand.

The original lead of the qu. at the head of any three has sometimes been thought more available than the opening of a suit of four, especially if that suit is composed of low trumps. This is an error. The qu. so led is not, as has been said, a strengthening card, but, on the contrary, the lead is prejudicial to the partner's interest. He is deceived by such original lead and may properly give the leader a double tenace which he does not care to open in another suit, and only three small trumps. If such is the leader's holding, he is justified in making the play, not otherwise.

In estimating the propriety of a lead, the rank of the card must be taken into the account. A plain suit will seldom run three times. The ace and k. only can be considered master cards. From the qu. downward, neither ace nor k. being held, the power to capture tricks must depend upon bringing down those high cards and by the aid of trumps establishing the lower portion of the suit. If the qu. therefore leads a long suit, there is good reason for leading such head of sequence. But if the qu. and two small cards are held and either card is led, the opponent may make every trick in the suit. The new play of qu. when k. and three others are held has given

to the qu. a new power. Added to this, the new play of qu. representing five of a suit in other combinations requires that no original lead shall be made that may prove deceptive. It is better, therefore, to open another four suit if possible, in preference to qu., kn., and two small. If, however, it is the best original lead of the hand, the continuous play will decide why it was made.

Qu. only is never led.

The qu. lead generally signifies the holding of five of the suit.

FROM KNAVE AT HEAD OF SUIT.

Holding kn., 10, 9, 8, with or without others, — lead kn., then 8.

Kn., 10, 9, and two more, — lead kn., then 9.

Kn., 10, 9, and one or no more, — lead kn., then 10. There can be but two more at most in hand, and one must be the 9.

Kn., 10, and any two, — lead kn., then lowest, as the possible chance for the 10.

Kn., 9, and two or more, — lead fourth.

Kn., and any three, — lead fourth.

Kn., and any two, — lead kn., when forced lead. The kn. is the fourth best card in rank, and whenever it heads the proper suit from which to lead, the holder had best play the hand not for himself, but for the partner. The after play should be adapted to what seems to be the partner's desire.

Kn. only is never led.

The kn. lead generally signifies the holding of five cards of the suit.

FROM 10 AT HEAD OF SUIT.

Holding 10, 9, 8, 7, with or without others, —lead *7*.

10 and any other three, — lead fourth.

10 and any two, — lead 10, a forced lead.

Sequences below the honours lose their significance, and the highest card is not led.

FROM 9 AT HEAD OF SUIT.

Holding 9, 8, 7, 6, with or without others, — lead 6.

9 and any other three, — lead fourth.

9 and two more if trumps, and call has been made, — lead 9.

Having led from one plain suit, lead 9, but never lead 9 originally, except to denote k. and kn. and absence of ace and qu. The rank of the card as sixth best gives it special power as the low card of the highest intermediate tenace, the only tenace that can be shown by any single play. At no time is the 9 required to be originally led at the head or foot of any other combination.

FROM 8 AT HEAD OF SUIT.

The 8 is the middle card. When led originally, three higher cards are held. From a sequence of 8, 7, 6, 5, therefore, the 5 is led, and if the 8 heads any other combination of four, the fourth is led.

Hands have been held called Yarboroughs, in which the best card is an 8. There is no record of a hand that was not arranged for a purpose in which the 7 was the highest card. In a Yarborough, there must be a suit of four cards, and the holder should lead the lowest card of that suit. It has happened that a Yarborough in which was four trumps was of service to the partner who led trumps, the echo allowing him to place the rest and win the game. It matters not what cards are held. The merit lies in leading properly from any hand, and in playing whatsoever cards compose it in the most correct manner.

SUMMARY.

The summary of the Original Lead is as follows: —

The ace is led as the head of any one of many combinations, the quality of each demonstrated by the second lead.

The k. is led from a suit of four cards of which ace or qu. is one, or in trumps as the best of a certain six, the second lead explaining the reason for the first.

The qu. is led from any one of many combinations, the residue of the holding shown by the following play.

The kn. is led from any one of four combinations, trumps included.

The 10 is led as the lowest of a quint sequence, the lowest of a quart sequence with more, and to designate the k. and kn.

The 9 is led to show the holding of k. and kn. and the absence of ace and qu. The 10 may be led for a like purpose, but it may also be led for some other purpose. The 9 is led for no other purpose. Its mathematical position as the sixth card gives it advantage over any other to make an integral and exclusive lead. In proof of this, it is only requisite to make the trial by comparison. Suppose the 10 to be led to indicate only

the highest tenace. What is to prevent the loss of two tricks to the k. and kn.? What shall be played when k., kn., 10 are held? What shall be the lead of quint to ace? Of quart to k?

Or suppose that the 10 should be given the place of the 9, and only be led to indicate k. and kn. The quint sequence could not be designated, nor the quart sequence to k., with others. The rank of the 10 as the fifth best compels its triplicate use. The 9 can represent no sequence, for if at the head of one, it can never establish a suit; and if at the foot of one, there must be a card of that sequence, more proper to be led. Nor can it be led as the fourth best (except when k., kn. 10 are held) because there is always better play to be made. As it is the lowest card of the highest intermediate tenace, its original play is the challenge of that tenace. The argument is that the 9, which from oversight of its usefulness and careless disregard for its rank has been termed "equivocal," is the most unequivocal card.

The issue is in this wise: —

There are six high cards. Two of these are trickmakers. There is not a probable normal third round. The play of any one of the other four, whether it precedes or follows the play of either of the two higher, is determined in accordance with the relation of that card to one or

both of the authoritative two. If any one of the four is originally led, it must proclaim one of those two or must challenge one of them.

The qu. and kn. respectively proclaim or challenge one or both of them.

The 10 proclaims one of the two and the following play may show the holding of the other.

The 9 at once proclaims one of the two and challenges the other.

The order for the original play of every card below the 9 is that it shall be the fourth best of the suit.

Any one of the foregoing leads,[1] it is supposed, may be the original one by an original leader. Any one of them is of course to be chosen as the first lead of any other player; but he is to regard what has been played, and he may have less reason than the first player for making a conventional or systematic lead. It may be proper for him to return at once his partner's lead, or to lead up to the weak through the strong hand.

The leads suppose a small card turned. They suppose a necessity exists for the lead from a given suit held, as the best opening play. In their continuation they suppose that no player has renounced upon the first round.

If a lead is to be made up to a trump turned,

[1] See Tables of Leads on pp. 116 and 124.

it is proper to play a card that will take it, if none higher should be thrown.

For instance, — holding ace, qu., 10, etc., kn. turned, lead qu. With k., kn., 9, etc., 10 turned, lead kn. With qu, kn., 9, the 10 turned, lead qu., — which is better than kn., because partner will give you kn. in hand; but if you throw kn., he would not give you qu. With kn., 10, 8, the 9 turned, lead kn. If you are to lead through an honour turned on the left, it is not essential that the card should be as high as that turned if there are probabilities of partner holding one higher. Holding kn. sequence, k. or qu. turned on the left, lead kn.

Should an honour be turned on the right, and the leader would have trumps out, he should not hesitate to lead up to it. If it must make, let him require it to do so as soon as possible. If, however, he holds tenace over it, and can soon enough call the play of a trump from partner, very well; and whenever a k., qu., or kn. is so turned, a good partner weak in trumps will be on the lookout for such call. When therefore a high card (not an ace) is turned on the leader's right, and the first player throws a low card of a plain suit, the leader's partner, holding but one or two trumps, will take the trick if he can and play a high card, to give original leader the opportunity to call. When the means for making tricks or game are in the leader's hand, he

should attempt to direct and control the play, and a good partner will sacrifice his own hand to help the result.

It does not follow that because a player holds many trumps he should lead a trump. It may or may not be best. There is no regularity in hands at whist; they are constantly exceptional. There is not one hand in ten held by a good player by the proper management of which he does not make, or help to make, the one trick that could have been lost. There is not one hand in ten held by an ordinary player by the improper management of which he does not lose, or help to lose, the one trick that could have been gained. For whist is a game played hand after hand for *one trick* that is made or lost in each hand; all the rest might be taken, let the cards that are dealt be played (so that no revokes are made) with any form of lead and follow. A hand of many trumps may be played so that the k. or qu. will make, while the 7 or 6 will be lost. If the 7 or 6 ought not by correct play to have been lost, there is very much more blame to be attached to the play that loses that card than credit to the play that takes the trick with an honour.

A former plan of *always* leading trumps from five is obsolete. We have better play. Again, the lead from the longest suit may be suicidal. A. held the ace and k. of spades, the 10 and five

small hearts, three little clubs, and the kn. and 8 of diamonds, 10 of diamonds turned. If A. had led a heart he would have forced his partner and lost the game. He threw ace of spades, then k.; B. called; A. played kn. of diamonds, which took; he followed with 8. B. took with qu. and forced with spade, trumped ace of hearts (led from ace, qu., kn., etc.), drew k. and thirteenth trump with ace, and made remaining spades and game, the four honours in hearts and in clubs against him.

A trump lead, k., qu. or kn. at the head of the suit and not in sequence, or it may be with two in sequence, will usually depend upon the skill of the player for success. The general player with many trumps headed as above almost always loses a trick. The careful watch of the cards with inferences as to what is held in each hand is a necessity. The cards that fall upon the original fourth-best led (whether the first or second lead) are the guides by which a skillful player will sometimes make every other trick in the suit.

Though conventional and systematic leads are ordered as the best that can be devised, they are subject to the judgment of the player. Exceptional hands demand exceptional treatment. Usually, some one of the plays in the analysis is the best to be made as an original lead. Usually, too, when the next player has the lead, one

of the leads of record is the best for him to make. But the constantly recurring beautiful problem in whist is the necessity for new-made calculation. A man who merely plays pictures, holding ace and k. and others of a suit, throws the k. and then the ace; and if he finds a call is made by partner, he leads a trump. If he sees no call he is relieved from further responsibility, and takes or relinquishes what follows with a smile if the biggest picture is held by himself or partner, or with a sigh if it is not. It is true that wherever the high cards are held there must the tricks be gathered; but there will be a difference in the *number* of those tricks, or especially in the *manner* by which they are taken, dependent upon the education of the player. Whist must be played by brain power.

It was natural that when the system of American leads was proposed in England the opposition to its adoption should be violent and sincere. It is not strange that there were a great many second-class players in this country who believed (and perhaps they still believe) that whatever was said or done by persons on the other side of the water must take precedence of anything that could be said or done on this side. But it happens that the best players, here and there, saw at once the value of the system. There were, there are, obstinate objectors to its domination. They say that the game is compli-

cated by its use. They do not tell wherein, and it would be a difficult task to make good the assertion, since the American system requires only, (1) That the leader holds exactly three cards higher than the low card led; (2) That if he leads a high card and then a low one, he has exactly two cards higher than his second lead; and (3) That having led a high card, when following with another high one he plays the highest of two equally good if he has but four cards of the suit, and the lowest of the two if he has five. See *American Leads*, p. 105.

In the words of Cavendish, All an American leader asks his partner to observe is —

1. That when he originally leads a low card he holds exactly three of the suit higher than the card led.

   Example. A. holds qu., 10, 8, 6, 3, 2; he leads the 6.

2. That when he originally leads a high card and then a low one, he still holds exactly two cards higher than the second card led.

   Example. A. holds ace, kn., 9, 7, 4; he leads ace, then 7.

3. That when he originally leads a high card and follows it with a high card, he indicates in many cases to any one who knows the analysis of leads, as every whist-player ought, whether his strong suit consisted of four or more than four cards.

   Example. A. holds kn., 10, 9, 7, 6; he leads kn.,

then 9; or, A. holds kn., 10, 9, 7; he leads kn., then 10.

It would seem as if the above directions were as free from complication as any plan that can be named.

There was another weak objection; namely, that they seldom affect the result. They are not intended or expected any more to change the relative value of the cards in play than they are to change the cards that are held. "They only consolidate," says Cavendish, "the received practice, and extend a law of uniformity to cases not previously provided for."

There was a third objection. It was that the information afforded may be of more use to the opponents than to the leader's partner.

Of course it may, and so may any play at any time. This last objection is perhaps no weaker than either of the other two; but it is of no avail, for whist is a game in which the leader's business is to tell his partner by the cards all that he can tell of what he holds. He is not to consider that other people do or do not understand. In fact, he plays best who is able by his play to impart the most information.

This most admirable system of American Leads may be used to greatest advantage by players of American and English whist; the objections to it being invalid, it must come into universal use. It will be proper to remember

that even as the card turned is the trump that influences the play of the entire hand, so the card that is first led is the demonstration of the leader's purpose. It begins the attack; it notifies the opponents that, notwithstanding what is shown by the dealer, it is the suit, whether trumps or not, which is the leader's best, of which he intends either to keep the control or which he means to establish. In this regard Cavendish says: "It should be borne in mind that American Leads in their integrity assume not merely *an* original lead but *the* original lead of the hand, — the very first lead of all. When a player obtains the lead for the first time, after one or more tricks have been played, he may open his strong suit in the same way as though he were the original leader. On the other hand, he may deem it advisable to open a weak suit, or to lead through a strong one or up to a weak one, or if great strength in trumps has been declared against him, may wish to conceal the fact that his best suit is only a very long one of small cards; or if late in the hand, he may conclude that the time for precise exhibition of strength is past and gone. These, however, are matters of judgment, for which no hard and fast rule can be laid down."

To sum up the matter of the first lead. Generally lead from the strongest suit. If it consists of five or more and is not one of specified

or distinct combination (p. 116), and is headed by the ace, *lead the ace and then the original fourth best.* If it is headed by the king from k., qu., and two small, *lead the k.;* if it takes, *lead the original fourth best.* If it is headed by the king, and the next cards are kn. and 10, then small ones, *lead the* 10; and if it takes, *lead the original fourth best.* If it is k., kn., 10, 9, etc., *lead the* 9; and if it takes, *lead one of the high cards according to the number* to be specified composing the suit. If it is headed by the k. in any other combination, *lead the original fourth best;* and so of any other series that form a part of a hand.

The secret of the value of the lead according to the newly adopted plan lies in the fact that the leader, *at once* communicates with his partner as to the formation of his hand. The old-time leader, for instance, holding ace, kn., 8, 7, 3, 2, led the ace and then the 2, perhaps the 3. The partner knew that was his best suit, and that was all; he did not know of what cards it was composed. Now, the leader plays ace and then the 7. He *must* have two cards of that suit higher than the 7. The fall of the cards and the suit of his own hand inform the partner what those two cards are.

One more example, that this matter may be as clear as possible. The leader holding ace, kn., 8, 7, 6, in trumps would lead the 7 (there

must be three higher); in plain suits, the ace and then the 7 (there must be two higher).

In connection with this order for the lead we call special attention to the one best original, because the most informatory, play that can be made, the leader holding k., kn., 10, 9, with or without small ones, and quote the order of Cavendish concerning it, in full: —

Lead 9, even though you hold the 8.

(*a*) If 9 wins the trick, —

With more than five in suit, lead 10 after 9.

With only five in suit, lead knave after 9.

(*b*) If 9 forces qu. or both qu. and ace, —

With more than five in suit, lead 10 after 9.

With five in suit, lead knave after 9.

With only four in suit, lead king after 9.

(*c*) If 9 forces ace but not qu., king must be led after 9. Then (third lead), with more than four in suit originally, lead 10 after king.

With only four in suit, lead knave after king.

"No doubt," says Cavendish, "moderate players may lack the quick perception which would enable them to take full advantage of the American rules. This is no reason why better players should be deprived of that advantage."

The one reason why there are so many "moderate players" is simply because they are con-

tent to remain as they are. A man never rises above mediocrity in whist who has not brains to comprehend its mode of management, and disposition to study it in detail. The "moderate player," ever ready to get in his little trump, explain the status of his hand, and hurry up the instant play that there may be another deal, will continue to be the "moderate" player, firm in the belief that he understands the game and that he plays it.

Most recently the added leads of the New Play have made complete the leader's method of *conveying* information by the cards. These leads have all appeared in the Analysis, p. 31, et seq., and their history is told on p. 125, et seq.

OBJECTIONS.

We follow the Analysis of the Order with a synopsis of prohibitions in the matter of original leads; and inasmuch as the player is to exercise his judgment as to whether it is or is not proper for him to accept an ordered lead, so whenever it becomes a necessity he will make some one of these objectionable plays. See *Irregular Leads*, p. 212.

Do not lead from a double tenace, especially if you can induce the play of the suit to come up to you.

Do not lead from a major tenace, if you have a lead that may benefit but cannot deceive partner.

Do not lead, unless very strong in suits, from three trumps, or even four, for the purpose of exhausting trumps. The lead of trumps after they have been played by partner or adversary, or after a trick or tricks have been trumped by either party, must depend upon conditions which the player will understand; but an original lead from three trumps may give the opponents a game that by other play could have been made by the leader. Players of three trumps at the

start sometimes quote the "rash trump-leading" of Deschapelles. They do not consider that he always felt his way before making his trump-lead, and, judging by what cards fell and what had fallen, forced two rounds of trumps for the benefit of his after-play.

Do not lead the highest of four cards, except in sequence, unless it be the ace of trumps on your first lead upon your partner's call. The exceptions to this direction are,— when you play the Deschapelles coup, or when an ace is led by you purposely to apprise partner of its situation, or to make a trick, opponents having thrown away from the suit. The Parisians lead ace at head of four in plain suits. Of course the lead with us at times is allowable, especially if the 2 can be the second lead, for then the leader can have held no more than four.

Do not lead lowest of three cards, excepting k., kn., 10, or k., kn., 9, unless ace or k. is the best of the three, and not then if the lowest card is the 10 or 9.

Do not lead from ace or k. and one other, except in sequence.

Do not lead from any two cards except ace and king.

Do not lead from three cards, unless to play the highest for benefit of partner.

Do not, when forced, lead a low card with k., qu., or kn. heading the three, but lead the highest.

Do not lead a singleton unless it be the ace of trumps.

Do not lead a 9 unless you have k. and kn. and not ace or qu.

Do not lead a 10 at the head of three, unless in sequence of three. The requirement to lead this card at the head of three is very occasional.

Do not lead the 9 as the lowest of any four except k., kn., 10, 9.

Do not lead ace at the head of four unless you have the deuce to use for second lead, explaining the situation.

Do not lead from three cards, two of which form a high tenace, — for instance, ace, kn., and another, or ace, 10, and another. If the lead *must* be made, it may occur at a time when the ace had best at once take a trick; perhaps, however, you can afford to hold the tenace; the lead must be one of judgment.

Do not lead from ace, kn., 10. If the lead must be made, play ace that you may not deceive partner; he holding either k. or qu. would play neither on 10 led, and so either in fourth hand would make. Second hand holding k., qu., and others would not pass 10 led at the time in the play in which it would be likely to be thrown; for ace and kn. would both be believed to be in third or fourth hand, and the queen second hand would probably not be a losing play upon a lead shown to be enforced, and would insure com-

mand of the suit. This especially if trumps are exhausted. The lead of the kn. would not avail except by accident.

Do not lead originally from a suit of three, if you have a suit of four, plain suit. A hand so evenly divided you will probably play for partner's benefit, and you had best show him by negative action toward the other suits that you are not strong in them.

There are four modes of lead, *viz.:* from the long suit, from the short suit, from master cards, and to throw the lead. The original lead is made from the long suit when there is probability of making tricks with the cards of which it is composed. There are justifiable short suit leads, especially if the player is not the original leader of the hand. It may be better play to lead qu. from qu., kn., and 6, than to lead a trump from four or five, or to lead a tenace card. But it is a principle of whist that no deception shall be practised by the lead, therefore a player is never warranted in leading originally from two cards, neither of them trickmakers, nor from three cards not of strength, when by such lead he imposes on his partner or the table. A player must hold thirteen cards in all, and if he has a suit of two, he must have one or two suits of at least four. It is clear that he has no right in an informatory game to experiment, at the risk of confusing all the players, by the lead of a

card which in no wise interprets the quality of his hand.

The leader may choose to play a master card when holding a suit that is longer than the one from which he makes his original lead. He may have ace, k., kn., and 4, and play the k., while holding qu. and four or kn. and four of another suit, or perhaps four or five or six trumps. He deceives no one, and after throwing the k. may change the suit.

Throwing the lead by the leader at the beginning of a hand is sometimes good play. It must not be done by speculation and the play of a false card. A has ace, qu., kn., and three small trumps, k. turned on his right, k., kn., 10, of a suit, and two small cards of two suits. He may properly lead the 10 and hope to call on either suit that is afterward led. He is not privileged to lead from one of the short suits.

There is a logical conclusion from correct play which it is important that all players should understand. It is that the most tricks are taken in the best manner by adherence to the principles of the game. Whenever a lead is made without proper reason, the hand is demoralized by a player who is unreliable.

SECOND HAND.

THE "moderate" — a good word by Cavendish — second-hand player has nothing to do, as he believes, but to throw his lowest card. But this is not always whist. Second hand not only has duties to perform, but may be of great avail, and at once. A *general* order belongs to each hand held, — to the first, play from your master suit; to the second, play your lowest card; to the third, play your highest card; and to the fourth, play whatever will take the trick. The rule is positive; the exceptions are powerful.

The reasons for the play of a low card by you, the immediate follow of the lead, when you can play a higher card than the one thrown, are, — first, the leader has probably good cards or a long suit, and you may make efficient your high card in an after-play, should he finesse upon a return lead; second, third hand will play his best card if needed, and if it takes your best you have played to no purpose; third, there are two players to follow you, and your partner's play may strengthen your position; fourth, by the play of the low card on a lead upon which your left-hand opponent will play a high one, you on his lead of any suit become last player.

But the commonly received opinion by the ordinary player that the second hand is of small consequence, since third or fourth hand must determine the result of the round, is challenged by the following exceptions to the lowest-card play: —

1. When holding two in sequence or a tierce sequence of the suit.

2. When holding a double tenace.

3. If a 9 is led, and you hold qu. and one, or 10 and others.

4. If you desire to begin a call for trumps.

5. If you hold a fourchette.

6. If you hold ace of a suit of which kn. is led.

7. If you hold a combination from which a certain card must win, the card led proclaiming the combination in the leader's hand.

8. When you hold the k., or the qu., and one more in trumps led.

9. When the lead is your own strong suit, and you can stop its play and wait for a finesse.

10. When you can take the trick and keep the command.

11. When holding two cards, the one a high one, the other the next below the lead.

12. If a 10 is led, and you hold qu. and one more.

13. When holding k., qu., 9, and others, knave led, you care to insist upon the play of the ace if in third hand.

14. When planning any description of finesse upon the very first lead of the hand.

To show the influence of the second-hand play, it will be proper to explain the value of these exceptions to the conventional play of the low card : —

1. If you do not play the lowest of the sequence, a lower card than one of that sequence may be played third hand, and your partner's best card of the suit, perhaps the ace, required to take the trick. Suppose the 3 of hearts is led. You hold qu., kn., 4. If you throw the 4, hoping that k. may fall third, and ace fourth, third hand instead plays 10, forcing your partner's ace. Had you played the kn., you would not only have taken the trick, but from your partner's under-play lead might have made three tricks in the suit. Again, you hold 10, 9, 6. The lead is the 5 from qu., kn., 7, 5. If you play the 6, third hand the 8, the trick costs your partner's k. If you throw the 9, third hand will play the 2, and your partner the 4, — holding the other two tricks with ace and king.

2. Holding ace, qu., 10, and another upon a small card led, play either qu. or 10, usually qu.; for you are left with a strong tenace. But 10 is the proper play if you are strong in trumps.

3. If in this case you hold double tenace, play 10, as k. and kn. must be in leader's hand ; for

if he plays the best whist, he will never lead originally a 9 unless he holds those cards. Holding qu. and one more, play qu.; with two or more, pass the 9; holding 10 and others, play the 10. An after-play of a lower card in the suit is not a call for trumps.

4. Play an unnecessarily high card, the best of two small ones, if you can do so. Partner will see a 4 and afterward a 3 as readily as first a kn. and then a 5. Moreover, there is less chance for the opponents to notice a small card thrown; and you must compliment your partner's observance by non-demonstration.

5. If a 10 is led, and you hold kn., 9, and another, the lead is a forced original one from the highest of three: play the kn.; it forces third hand, may benefit your partner, and does you no harm. Again, if a qu. is led, and you hold k., kn., and 6, play k.; for if you bring the ace from third hand you have command; if it is with partner you make three tricks. Fourchettes are seldom held against the original suit of the original leader, but sometimes against the enforced lead of an after-player.

6. The knave as an original lead is from k., qu., kn., and two cards, when of course ace is your proper play; or from kn. at the head of sequence, upon which you also play ace unless you hold the k. or k. and qu. besides. Holding ace and qu., play ace. It is folly to play qu., as the k. must be beyond you.

The old rule of Cavendish printed in the revised tenth edition, and in editions following, was, "If an honour is led, and you have a higher honour and numerical weakness, cover it." This order continued to be obeyed until in "American Whist" it was rebuked as follows: "If kn. is led, and you have qu. and small ones, it is useless to play qu.; for neither ace nor k. is on your right, while 10 and 9 may be there. If you play qu., C. k., and B. ace, you have gained the trick indeed, but you would have had it if you had not sacrificed qu., and you have established D.'s suit. If you hold k., qu., and others, you do not play qu. on kn., for D. has not ace, and either C. or B. will take the kn."

7. Holding ace, k., 10, 4, the 8 led, play the 10; it must take the trick.

8. The k. or qu. will make then or probably not at all, since the leader holding three, four, or five small ones with ace will lead fourth-best card; and you also run an equal chance between third hand and partner.

9. Holding ace, k., kn., and others, play k.; ace and kn. will eventually make.

10. Holding ace, k., and several more, take with k. and do not play the suit.

11. Holding k. and 7, the 8 led, there is no avail in keeping k.

12. The play of the qu. may save the partner's ace.

13. Third hand may have ace and two small ones, and decline to take the knave unless forced to do so.

14. Finesse in whist occurs anywhere, and at any time. You may desire at the outset to block the leader's game, or to risk against third hand a card that will give you either lead or control.

All these important plays by second hand are supplemented by those that demand the player's attention in the after-play.

In the second round he is to play the winning card to gain the trick or help the partner, or to avoid doing so if it has been proved that third hand was weak, and not to do so in trumps if he holds well in them, especially if with winning cards. He is to finesse by trial, and on him rests all responsibility of the returned finesse. His play to save his partner is at times of greatest consequence. The trick that wins or loses the game is not infrequently for him to make. For instance: clubs led originally by D., from qu. and three small ones. A. holds 10, 4, 2; A. plays 2, C. plays kn., and B. takes with k. Afterward, trumps exhausted, D. leading again plays another small club. If now second hand throws the 4, C. plays the 9 and draws the ace. If second hand plays 10 he takes the trick, and the ace may capture qu. Good players, therefore, attach great importance to correct second-hand play.

ANALYSIS OF SECOND HAND.

WITH THE ACE.

Holding ace, k., qu., with or without others, — play lowest of sequence.

Ace, k., kn., — play k.

Ace, k., and others, — play k.; but in trumps, unless qu. is led, it is well to pass the lead.

Ace, k., only, — play k.

Ace, qu., kn., and others, — play lowest of sequence.

Ace, qu., 10, and others, — generally qu., but strength in trumps will determine if 10 had best be played. The card led will sometimes help the decision. For instance, with 9 led, play 10 and hold the tenace over k. and kn; with 7 led, play 10, for the lead must be from k. or kn. In trumps, play 10, for the larger tenace is the best to hold.

Ace, qu., 10 only, — play 10.

Ace, qu., and others, — play a low card unless kn. is led, when play ace. It is a poor play to cover with qu.; the leader cannot have k. The lead in American whist adopted from the Parisian code in trumps is kn. When holding k. and 10, one of the leader's three cards will make; there-

fore cover kn. with ace. Whether 10 or 9 is led, play qu.

Ace, kn., 10, and others, — in plain suits, a low card. The leader has not k. and qu.; one at least of these cards is beyond you. In trumps, play 10, for then the leader may have both k. and qu.

Ace and others, — if five in suit, play ace; in trumps, a small card. The leader must have four, perhaps five; and in plain suit, if your partner does not take the trick, you passing, you may not make a trick in the suit. To save the ace from being trumped it had best be played upon the lead. In trumps, holding a good plain suit, avoid the play of the ace even on the second round. See p. 80.

WITH THE KING.

Holding k., qu., kn., — play lowest of sequence.

K., qu., and others, — generally play qu.; in trumps, a low card. Having but three in suit, play qu. Pass the kn. led, unless you care to bring down ace if in third hand.

K., kn., 10, — lowest of sequence.

K., kn., and others, — a low card, unless qu. is led.

K., 10, and others, — a low card.

K. and others, — a low card.

From either qu. or kn., or 10 or 9, play lowest of sequence or a low card, unless with a fourchette, or with only two in suit risking the return of a trump from partner.

Play ace on either qu. or kn. led; unless on kn. you play qu., holding 10, or on qu. you play k. holding kn., or holding ace and k. Upon a 10 led, with qu. and but one more, play qu. If a 9 is led you cannot have k. or kn.; but if you hold qu. and another, or 10 and another, play qu. or 10. If an 8 is led, and you have but k. and another, generally play k. You must, if you can, read the three cards that are above the

lead, that your second-hand play may take the trick with a small card, leaving you in command. For instance, holding ace, k., kn., 8, the 7 led, the 8 will win.

Do not generally play a high card, if you have but one more, and that a small one.

These plays suppose a low card led unless otherwise specified, and all the time the quality of that card must be considered. A 2 led is from three higher cards of the suit, while a 4 or 5 or 6 may be fourth best from five or more. The trump-card must be remembered, its quality and place, — that is, what it is and with whom, — if the lead is or is not the first one made in the hand, if you would be accurate in second-hand play. Whenever the order is for the kn. or 10, etc., played second, if you hold a sequence up to that card you play the lowest of that sequence.

In the second round, and even in the third, if your partner has been playing the strong hand you are to consider every movement for his advantage. He will know that you in helping him over first player are not calling for trumps. If he has called for or has played trumps, and you hold the winner and another, play the winner whatever it is, and give him the smaller card. If the opponent has called or played trumps, pass the card led for your partner's possible gain.

The discard of the highest or next best of a suit that the second next lead may not be thrown into his hands; the proper trumping of a suit in order to save the partner's trumps; the indication by his play of strength or weakness in the suit led; the sounding of the echo to his partner's call, and the finesse which intentionally, or that which, if unsuccessful, throws the lead for his advantage, are opportunities that are offered second hand; and diligently to improve any of them, following directly as he must the play of right-hand adversary, asks for skill equal to that required of first or third hand player.

Holding but two cards of a suit, the largest not an ace or k. and larger than the card led, play it, if your hand in trumps warrants a lead of trumps to it. Holding ace and any others below qu., the general order is, play a low card second hand, for if you have ace, kn., and others, and a low card is led, you know the leader has not k. and qu., so that your kn. may be of no avail. The leader had probably four of the suit; there may be but four more in both the hands that follow you. If you have trumps, this suit for you is in excellent condition if you pass it by playing second hand low. In the second round of a suit pains must be taken with your play, for if you have winning cards and trumps, by passing the second time you may see cards fall to the advantage of what you hold. Suppose you

have ace, 8, 5, 3, and the 4 is led, you play the 3, C. kn., B. qu. Now you know C. has neither k. nor 10. If D. by and by leads the 6 of that suit you play the 5, C. 9, B. 10. Now you know D. has k. and 7, and C. or B. has the 2; whenever that 2 is led, you have the tenace, and have made four tricks on D.'s long suit.

The discard made by second hand is a very important play for partner to consider. If second hand throws an 8 or higher card of any plain suit upon card of another plain suit led, he cannot make more absolute demand for a trump. If the card so thrown is one of a suit which has already been led, and second hand has had the chance of beginning a call upon that suit and did not do so, he may now be getting rid of a useless card; of such action the partner must judge.

Second-hand trumping is ever dangerous. Holding qu. or kn. and two small, the trick that is gained by the small trump is usually lost with advantage in the next few rounds. Generally speaking, whenever it is proper for second hand to trump, it is proper for him to do so without regard to number or quality of cards. There are more tricks lost because of the fear that third hand will take a trick in a suit of which second hand holds none, than are gained by trumping, and then of course being obligated to lead. Second hand must consider that if third hand is allowed, if he can do so, to take that special trick,

third hand becomes the leader and second hand becomes last player. Beside this gaining (by passing) an advantage that may be more important even than the trick gained at that time, second hand has got rid of a useless card, and has retained a trump. These instructions apply to doubtful cards and peculiar situations, not to sure tricks, or to a time when the opponents must not have the lead.

The second-hand play of the k. is to be considered. If leader plays qu., it must be the head of a sequence. The ace is on your left, or with your partner. It has already been stated that the qu. should not be played second hand on kn. led. It has also been said that k. should not be played second on qu. led. Because of the opportunity for imparting correct information concerning suits by the new system, there is a justifiable exception to this rule. It is when you prefer to draw ace at once if with left-hand opponent, or when you must ascertain if it is with your partner. You want the lead and make this trial for it; if you lose, you have drawn the two highest of a suit for one; the ace must have made later, and you did not want it made against you later, and you have thrown the lead which you did not desire that your right-hand adversary should retain. Even if the suit should be returned, your partner has been made aware that there was a reason for your play.

An exception for the same cause exists for the play of qu. on kn. led, if you hold k. and others, and are willing at once to sacrifice the chance of making both k. and qu. in order to gain advantage which the play of other suits had promised you. But holding qu. and others, there is no excuse for second-hand play of qu. on lead of kn.

Holding qu. and one low card, there is small chance for the qu. to be of service. Third hand may play k. on a low card led and partner ace, making qu. good. Partner may hold ace or k. or both, the lead being from the kn. If strong in trumps, the qu. had best be played.

If at any time opponents have led trumps, or if your right-hand opponent has called for them, and you call, your partner is bound to get in at any hazard and lead through him to you a trump.

You never designate the number or quality of your trumps upon the opponent's lead, but upon his call, you may, when you see fit to do so, inform of both.

Trumps exhausted, your call upon a suit in which you are strong may be of much avail.

The leader may play a low card of a suit of which second hand holds ace and four or five small. The suit can run but once, and second hand must choose between the ace play and the propriety of holding the master card.

Again, the leader may play a low card and sec-

ond hand at once play ace and lead a trump. It matters not whether he holds many or no more of the suit, the partner in such case is not justified in making even the major tenace finesse. He must play his highest trump and return the next highest. It is not a question of number. The first trump leader will know about the holding. He calls for the highest play and is responsible.

The matter is much simplified if the leader plays kn. and second hand takes with qu., or if the leader plays any low card and second hand takes and immediately leads a trump; but the principle is the same. The demand is made for the partner to put the play away from himself. The trump leader is to be alone considered. Again, if second hand trumps a suit led and follows with a trump, the same necessity exists for his partner to hazard all that he has.

The play of a fine second-hand player requires as close attention on the part of his partner as if he were the leader. For instance, second hand has made successful finesse, by trial or finesse returned. If partner can assist by trump play, or throw the lead, the trick, which could not otherwise be made, is assured.

In the play of fine whist, the leads are specified; third-hand play is ordered and fourth hand takes, or trumps, or over-trumps, or refuses to take. But second hand follows a definite play

of the leader with ingenious play. The opportunity is occasional, and that occasional chance accepted must be watched. Men who have played whist for twenty years note all the new leads and adopt them, and properly play third-hand finesse and unblocking, and make return leads correctly upon information given; but if they have considered only the ordinary theory of mutual reciprocity, their plans and purposes are oftentimes defeated by the management of the man who sits between them, and who, to their frequent surprise, not only interferes with routine, but forces its abandonment.

To those persons who imagine that second-hand play is plain because you have only to throw the lowest card, we commend the statement of Lassave concerning Deschapelles: "I had rather he would lead or play third hand than to be at my left when in an exigency I am to play. He plays second hand to win with it; and he does win with it. His finesse is terrific."

THIRD HAND.

In the chapter upon American Leads, p. 105, may be found matter of interest to third hand, since the principle of American Whist finds its readiest illustration in the correct management of his cards by third-hand player. If it is clear that the plan of the original leader can be developed, or if it is most proper that the attempt be made to develop it, third hand demonstrates by strategy and sacrifice the principle that demands such service. The order of Folkestone, given a century and a half ago, governs the action of the players who invent new methods for the accomplishment of the original design.

Referring players to the analysis of the New Play, p. 125, which has its separate leads, we give the general or combined order of play, in manner sufficiently comprehensive to enable the student to understand the relationship between the lead and the duty of the leader's partner.

In former play — that is, before the adoption of American Leads — third hand was indeed apprised of the fact that his partner held a long suit, one card of which he originally played, perhaps, too, following with another of the same suit; but third hand could form no estimate of

the quality of his partner's remaining cards. Pole talked about playing the two hands as one, and instantly made it impossible to do so by an original lead of a deuce at the foot of a suit of six. Cavendish bettered the matter by the establishment of the penultimate, but still left third hand in the dark. Drayson determined to throw the kn. at the head of five not in long sequence, because "you may *possibly* bring down qu., k., and ace the first round, and will hold the best and third."

Now, it happens in a vast number of cases in whist that first hand may lead exactly as he should do, and that third hand should do very differently from the way in which the leader had planned for him to do. This circumstance does not alter in the slightest degree the utter propriety of the original lead, nor the propriety of a continuous lead, or of a change of lead; but it establishes the statement that, while partners should play for each other, and that third hand should generally assist first player in the development of his suit and of his plan, nevertheless third-hand player is an important factor in the quartette, and may at any time assume to be an independent one. Third hand, regarded as the accommodating personage who carries out the purposes of the original leader, is of great consequence when he figures as an illustrator of the efficacy of American Leads; and it is with

him in this relation that we have first explicitly to deal.

The proper original leads have been given, and we are to suppose that advanced players are familiar with the system. To illustrate that system in its integrity requires that not only third-hand player must conform to its requirements, but second-hand player also; so that in despite of what might be done by a second hand like Deschapelles, who at times would not allow first hand to decipher his finesse, we are to let second hand keep as rigidly within the law as either of the other two. Fourth hand will in no wise interfere with the proposed plan, because no continuous play of the hand is explained. It is about the original lead and what comes of it, because of what the partner of the leader is to play in the suit of that leader, that we are interested.

UNBLOCKING.

HAVING ace and four, says the new system, lead ace; then original fourth best. Third hand reads two better cards in leader's hand, knows at the outset there were five at least, and prepares to play his own four to make that fifth.

Third hand is informed how to read, what to play, and when to unblock in the following examples, for all of which we are indebted to Mr. Trist and the compilation of Cavendish: —

1. Third hand holds k., 6, 5. A. leads ace, C. small, B. 5, D. small. A. leads qu., C. small, B. 6, and not k. to get out of the way, although B. knows that A. has kn., for he also knows A. has but one more of the suit, and that card cannot be the 10; so that 10 being against, B. retains k.

2. Third hand holds k. and two others. A. leads ace, C. throws 6, B. low one, D. low one. A. leads kn., C. small one, B. throws k., for qu. must be in leader's hand. If, however, C. does not follow, B. should play the low card, retaining the k. in his hand.

3. Third hand holds k. and three small ones. A. leads ace, C. plays small one, B. small one, D. plays 9. A. leads kn., C. 8, B. small; D. trumps.

When C. has the lead, he plays 10; B. plays k., although he knows it will be trumped, to get rid of the command.

If all followed suit to ace and kn., and kn. wins, it is certain that B. holds k. and a small one. A. will not continue the suit, for one adversary will trump and one throw away. B. will play k. after trumps are out, and lead the small card to partner. Should the suit not be led a third time, and B. (original third hand) be required to discard from his partner's suit, he should throw the k. and not the small one. A. must have qu. and two others, the 10 single against.

4. Third hand holds k. and two small ones. A. plays ace, then 10. B. should throw k. on second play that he may not block the suit, and A. should not conclude that he had no more of the suit although he threw the high card, for he was offered the chance to get out of the way and took it.

5. With k. and three small ones, third hand should pass the 10.

6. With k. and more than three others, third hand passes; for if the lead was from four cards, B. otherwise would block his own suit. This, of course, when B. can know that his partner will play the 10 following ace, with qu., kn., 10, only.

7. Third hand holds qu., 4, 3. A. leads ace, C. plays 5, B. 3, D. 2. A. leads 9, C. plays k.;

B. should throw qu., for there must be two higher cards than the 9 in A.'s hand.

8. Third hand holds qu., 10, 8. A. plays ace, C. plays 9, B. plays 8, and D. plays 2. A. plays 6, C. plays k.; B. should throw qu., for A. must have kn., 7, and a small card.

9. Third hand holds k., qu., kn., 2. A. plays ace; it must be at the head of five. B. should throw kn., then qu., then either play or lead k., for if at any time before these high cards are out of the way B. throws the 2, he has blocked his partner's suit.

With any four cards by the play of which B. may get in the way of a long suit, he should throw his second best to the original ace-lead. For example: —

10. Third hand holds 7, 6, 5, 2. A. leads ace, C. plays 8, B. plays 5, and D. 9. A. leads kn., C. plays k., B. plays 6, D. renounces. When A. has the lead again, A plays qu., and B. 7; A.'s suit is unblocked. If B. had thrown the 2 to the ace, A.'s suit would have been blocked.

11. Third hand holds qu., 9, 8, 3. A. leads ace, C. trumps, B. plays 3. When D. has the lead he plays k.; A. plays 2, C. renounces, and B. plays 8; D. leads again the 5, and A. plays 7. Now original third hand B. should throw qu., for A. must have kn. and 10.

Third hand may not be able to get rid of cards that may be in the way, but he can announce the reason for his play; *e. g.*: —

12. Third hand holds qu., kn., 10, 9. A. leads ace, third hand throws 10; A. leads 4, C. trumps, B. plays kn. Afterward D. leads k., and B. plays the 9. He must have the qu., since he had four of the suit. He played the 10 first, then the 9 to give the position of the qu.; he would not have done so if he had played first 9, then 10, then kn.

13. Third hand holds 6, 4, 3, 2. A. leads ace, C. plays 5, B. plays 3, D. plays 7. Second, A. leads 9, C. plays k., B. plays 4, and D. kn. If C. does not lead a trump, the probability is that the 5 is his lowest card of the suit; then B. must have the deuce and the 6. Of this A. could not have been sure if B. had first played 2, then 3.

14. Third hand holds k., qu., 8, 3. A. leads ace, C. plays kn., B. plays 8, D. plays 2. A. leads 6, C. trumps, B. plays qu., and D. 4. No one having played the trey, B. has it; he must have one more card, the k., and of course D. has the 10 single.

15. Third hand holds k., kn., 5, 2. A. plays ace, C. plays 4, B. plays 5, D. trumps. D. leads a trump; if C. were not calling, B. holds the deuce of the suit, so that A. can tell that B. has three more and C. has two more. Now, if third hand has but three cards, of which he can get rid by almost any play, A. can count the cards.

16. Third hand holds 9, 6, 5. A. leads ace,

C. plays 2, B. plays 5, D. plays 4. If A. has the 3, B. has no more, or but two more. A. leads 8, C. plays k, B. plays 6, D. plays 7. Later in the hand B. discards the 9. D. has qu.; A. can lead for B. to over-trump if he thinks proper.

17. Third hand holds qu., 9, 2. A. leads ace, C. plays 3, B. plays 2 (therefore had not four), D. plays 4. A. leads 6, C. plays kn., B. plays qu., D. plays k. B. afterward discards the 9. D. must have the 10, and A. can force B. For if B. had held four of the suit originally, he would have played the 9 to the first trick instead of the 2.

18. Third hand holds 10, 9, 8, 4. A. leads ace; C. plays 7, B. plays 8, and D. plays 2. A. leads qu.; C. plays k., B. plays 9, and D. plays 3. When A. leads kn., B. plays the 4 and holds the 10.

A. may lead from five cards, and put B. into difficulty about unblocking because of D.'s trumping on the first round. For example:—

19. Third hand holds k., 10, 5, 2. A. leads ace; C. plays 6, B. plays 5, D. trumps. Afterward A. leads 4; C. plays kn., B. plays k., D. trumps. Third trick, C. to lead. C. plays qu.; B. cannot place the 9, and does not wish to part with his 10. There is an even chance that, of the two cards that A. holds, one may be the 9. Perhaps, as it was his lead, the risk might be run. But B. can make his 10 if he does not throw it now.

The matter of trumps and trumping, save when specified, is not supposed to interfere with the run of suits given as examples. They are played as if trumps were gone. In the matter of the return of the lead, when B. gives back his highest card owing to calculation of what is in from play, he does contrary to the accepted rule of play of returned leads. The hand properly played from the first, A. will understand what that return means, and that the small card is yet in B.'s hand.

"The return here proposed," says Cavendish, "will most likely be a bitter pill for the old school of whist-players to swallow. They may have been brought up to return the higher of two remaining cards, the lowest of three; and they will probably continue in that faith. If, however, they wish to unblock their partner's suits, and to play their cards to the best advantage, they will have to depart from the cherished whist-maxim of their youth, where an ace is led originally. If they are content to stand still, no one can prevent them; but they may be sure that the whist-players of the future, having nothing to unlearn, will return any card which experience tells them will most probably conduce to success."

In the process of unblocking there is therefore frequent necessity for the play of a card higher than one that remains in hand. The card

that is so played is not *unnecessarily* high, and so does not begin a call for trumps. And if another card of the same suit higher than that already played is afterward purposely thrown instead of the lower card, the play of the lower card at any time thereafter does not constitute a call. If the play of a card higher than one that could have been played might be construed as the beginning of a call, the fact that the call was not finished at a time when it could properly have been finished nullifies any action of the low card in reference to a demand for trumps.

For the practical unblocking in the partner's suits, third hand had best do away with the idea of calling for trumps. While by the use of a middle card of his tierce B. can make a call, there is probable chance enough for him to obtain a lead and play trumps, if he can be of greater benefit to his partner than by unblocking in his suit. Enough has been said and shown in this matter of unblocking to satisfy the players that there is a plan devised by the use of which they can play to the best advantage for the partner's long suit. Whenever A. leads an ace and follows it with a low card, B. holding four cards exactly of the suit should so manage his hand that A. will not be prevented from making his long suit. The examples that have been given only show the manner of avoidance of blocking the partner's suit. These could be

multiplied indefinitely, but instead the general rule for play may here be given :—

When a king is originally led, if third hand does not attempt to take the first trick he throws *his lowest card,* unless he cares to call for trumps, no matter how many cards of the suit he holds.

When ace of any plain suit is led originally, if C. follows suit, third hand, with any four cards of the suit *exactly, retains* his lowest card.

When qu., kn., 10, or 9 is led originally, whether second hand follows suit or renounces, third hand, with four small cards of the suit *exactly, retains* the lowest card.

On the second play, if third hand does not take the trick, he plays his middle card. When he *afterward* throws a lower one of the suit, he has *not* called for trumps.

If third hand retains his lowest card on the play of the first trick, and is to return the suit, he is to play his *highest* card in that suit, although he holds three at the time.

It follows, then, that third hand should pay special attention to assisting in the establishment of the original lead, supposing that it may be from a strong continuous suit ; but that suit may be stronger or longer in third hand than in first. A. holds — as in our first example (p. 86), wherein all was easy sailing — ace, qu., kn., 2. Suppose A. leads the ace and B. holds k., 10, 9, 8, 6, 5, three small trumps (clubs), two small

diamonds, and two small spades. B. can neither help nor hinder; he can but inform. He knows the suit can run but once. It is useless for him to play one of his best cards, for the suit will come out and presently develop.

If third hand holds k. and two small of a suit of which partner leads first ace, then qu., third hand retains k., for partner cannot hold the 10.

The leads that can be readily traced as the heralds of certain combinations that third hand is to assist in making available have been explained. When third hand must play his own cards for the most that he can make from them, perhaps requiring instead of affording assistance, he is liable to finesse, retaining control of the suit led. A. leads the 9 of clubs, B. holds the major tenace and a small card. The value of the card led is evident, the finesse is in passing it; but if B. passes he must take control next play. He can take with qu., open his own suit, and when not afterward returning the club suit nor leading a trump, the partner can understand that he had best play B.'s hand if possible.

Finessing on your partner's play is a very different matter from finessing against the partner. The qu. or kn. and ace and others are proper finesse cards. The 10, holding the k. and others, or the 10, holding qu. and others, may as well be played upon a small card led as the best card that you hold; for, first, it may be that your 10

will draw the ace, and then your high card may be of much use to your partner; and, second, if the other cards are with your partner and on your right, you will know what is best to be done to make those in your partner's hand. In order to practise finesse proper, the simplest form, it is usually necessary to consider two or three hands. For instance, leader throws a low card, second hand throws one lower, third hand holds k. and 10 and two low ones. Now, the position of any one high card besides the k. is unknown to third-hand player; but if his partner has led from ace, qu., the kn. is as likely to be on the right as with the last player, and if A. led from ace, kn., the qu. may be with second hand. It is easy to see that the 10 is a correct play.

On the kn. led, third hand holding ace and one only should play ace and return the small one; holding more than one small card of the suit, pass the kn. The lead may be from k., qu., kn., and others, or from kn. at head of sequence, or with a hand of short tenaces or weaknesses it may be the best of three. In any case you do no harm in passing once; if the card takes, you have given information to your partner that you had more than ace and another. Moderate players, who have seen that the capture of the knave with the ace by second hand was good play, do not draw the distinction between the play made by adversary and partner, and, hold-

ing two or more small cards, throw the ace to clear the suit for first player, before they ascertain that the suit is there. If it is not there, B. loses a trick.

Again, A. leads k. of clubs plain suit; C. throws the 5. B. has ace, kn., and five more clubs. This suit is to be trumped second round if not upon the first, and encouragement must not be given to play it again. B. should attempt to take with the ace, and lead a trump though he has not more than three, especially if he holds a card of reëntry.

Do not play k. on kn. led; the ace is not in first or second hand.

Holding ace and k. to partner's lead, play ace, then k.

Third hand, after trumps are out, holding the same suit, to make which trumps were drawn, sometimes has opportunity for announcement of his strength. A. knows that B. has clubs in his own best suit as first led, but he does not know of their quality. Trumps gone, he does not dare play a small club that D. may take, for then he will bring in the diamonds. A. therefore plays his k. of clubs, B. throws the 4; A. follows with ace, B. throws the 3; A. may go on with the lead, B. has the queen. See *Finesse*, p. 222.

The conditions that attach to size of card that second hand shall throw may seem of little consequence near the close of the play; but third

hand may save a trick. A. leads a small spade from kn., 9, and two small. Second hand, with two only, to take the trick throws qu., not 7; third hand k., to draw two honours for one; D. ace. D. holding up the 10 continues the suit; A. having last trump passes for B.'s best card, and B. makes the 8. B. returns the 3, and A. holds the tenace.

Third hand holding last trump is most favorably situated for finesse. A. knowing that B. has last trump should throw his highest cards, and B. may pass any of them in finesse even against his right. He has all advantage; for if fourth hand takes, he must lead up to B., then last player.

Third-hand finesse at times from an original lead, and frequently upon the after-leads, will win trick or throw the lead to advantage. When the trumps are declared strong against, deep finesse by third hand may be the only plan that can save a game. Whenever it happens that third-hand player is very weak in all suits, his proper play may nevertheless be of service. It simply remains for him to do the best that he can. He cannot play what he does not hold, but he should play correctly what he does hold, no matter of what quality. A. led the qu. of hearts, trump; B. threw the 3. A. led the k.; B. threw the 2. A. read the two more trumps in B.'s hand. A. led k. of diamonds, taken by

the ace of right-hand adversary who led a club, taken by the other adversary who led a spade up to A.'s tenace. A. threw qu. of diamonds, then a small one that B. trumped, who led another spade; A. took and led another diamond, drawing B.'s last trump. A. made the rest of his trumps and game. B. had announced his holding of four trumps, and he took two tricks; but he held a "Yarborough," — that is, not a card of any suit above an 8.

Holding k., kn., and others of plain suit, play k., for your return of kn. may be of more avail than that of k., even if kn. could have taken; besides, you are not playing to keep highest cards in partner's suit.

Holding k., kn., and others in trumps, after a call by right-hand opponent, play k. upon a low card led, for your partner is playing through the calling hand for a purpose, and not to give you a chance for doubtful finesse.

Holding ace or k. and others to partner's play of qu. or kn. or 10, after a call from your right-hand adversary, pass the lead, unless covered second, and even then if passing secures you a tenace or permanent control. Your partner has played his best card for your advantage When trumps are all against you, finesse deeply, and lead your cards of weakest suits to partner for finesse.

If your partner calls trumps or holds them and

you have not any, but have the lead, play the highest cards you hold. Never speculate upon anything that you may have, if your partner has taken the responsibility of the game.

It is one of the principles of whist that you always play your partner's game, whenever he by lead or call has told you that he desires to make certain tricks in his suit.

Never finesse on partner's original lead if he has followed, by a small trump, his play of ace second hand upon a low card led.

Holding ace and any number of trumps below the qu., play ace upon partner's lead of any card except k. or qu., and lead ace upon his call.

Holding any two high cards in sequence and no more of the suit, upon partner's lead play the highest. When the other falls, it is not a call. The play is informatory, and partner will judge as to his future lead.

If your partner leads or calls for trumps, your discard is from your weakest suit; if the opponent, from your strongest. This rule has reference to the first lead or call made. It may happen that the quality of your suits will not permit this conventional discard; then your after-play must explain the situation. But it is not best, when you have the opportunity to do so, to play differently when both partner and opponent desire trumps. Generally you have no indication, until too late, to regulate a discard in case that

your partner may prove to be stronger in trumps than the opponent who has also called or led. Follow the rule. If the adversary first leads or first calls for trumps, discard from your strongest suit.

Having reference to the directions for unblocking when but three cards of the suit are held, it is proper to note the exception in case the kn., 10, or 9 is the highest card of the three, and when third hand may desire to call upon the second round; *e. g.*, A. leads ace, C. plays 3; B., holding kn., 8, 4, throws 8 not 4. Second round, A. leads k., C. trumps; B. throws 4 not kn., calling, or if he does not desire to call, throws kn. This exception provides only for an occasional situation of other cards in third hand.

FOURTH HAND.

FOURTH-HAND player is not merely a dummy, having but to trump a trick or win it, if he can do so by overplay. He must know when to take a trick, and when not to do so, though in his power. He is no more to catch each trick that offers than he is to omit to capture what is proper for him to make. For instance, A. B. and C. D. were each 26 points; the rubbers were even, the games were even, and when C. turned a small diamond on the last deal, the score stood 6 to 6. B. led the ace of spades at the head of six; qu. falling third hand, he did not continue the suit, but threw the kn. of hearts. This was taken by C. with ace, who, strong in spades but having not a trick beside, and hearts not being the original lead, returned the lead. B. threw the 10, and A. took with qu.; knowing B. had no more, A. followed with king, B. renouncing. A. now — with three tricks in, no call made, the major tenace and three of suit in clubs, and k., qu., 10, and 6 of diamonds — threw k. of diamonds. C., B., and D. threw small diamonds; A. followed with the 6 of diamonds, B. played kn., C. and D. small. B. having no more trumps, and satisfied that A. held the trumps, to

make the game threw a spade, of which A. might have the k. ; if not, he could take the trick with a small trump, then play the ace of diamonds that he must hold, and the game would be won. A. trumped the spade, and then, with six tricks in, exultingly threw his ace of clubs for the odd card and game. D., fourth hand, trumped ; led ace of diamonds and drew the qu. ; led a small spade to his partner, who must hold k. ; made his last trump upon the return play ; made the 5 and 4 of hearts, the odd trick, the game, the rubber, and the odd point upon the long play. C.'s hand by a short-whist or a five-point player would probably have been thrown down, or at least the announcement made that the game was past all hope ; but American whist does not tolerate such exhibition. The hands must be played out ; and in this case the obeyal of the law elicited the manifest astonishment of three players.

A. leads k. from k., qu., kn., and a small card ; D. holding ace, 10, and others, passes. If A. makes the common error of continuing with the small card, D. makes two tricks.

A. leads the k. of trumps at the close of a hand from k., qu., and 10. D. holds ace, knave, and another. If D. takes the first trick, he loses both the others ; if he declines to take it, he makes both the others.

One more example from actual play, wherein D. had the best of chances to trump and ruin a game: —

Score 6 to 6; 5 of hearts turned by C. B. led small spade from four, 9 high; A. played qu., and C. took with king. C. led 7 of diamonds, B. small one, D. the 10, A. the qu. A. holding the diamond and high tierce-trump sequence, was sure of the game, and, although he had played qu. on his partner's lead, thought best to risk the return to find him either with ace or kn. C. played ace, and led the kn. of diamonds; D. played a low diamond, and A. took with k. A., now satisfied that his partner could take a trick in spades, first drew three rounds of trumps, leaving the thirteenth with D. He then threw the best diamond, which D., *although a sure trick, did not trump*, for he saw the policy, as he had not a sure trick in clubs or spades, of leaving the matter in his partner's hands; had he trumped this best card, he must have led a club up to certain destruction. D. believed of course as A. did, as they both had reason to do from C.'s play, that B. must hold the kn. of spades. A. next led the small spade, that his partner might make the one trick needed; but C. took it with the 10, followed with the kn., then with the diamonds, and lastly with a low club, a singleton, on which D. must play his thirteenth trump.

The ace, qu., and two small clubs were with B., but he would not lead from them at first, preferring to be led up to; after his first lead he had no other chance. C.'s play was very fine in this example. Cheap players would have endeavored to utilize the singleton, or at least would not have practised his covering of the spade led. But the play is especially noticeable because of D.'s understanding what must be done. Probably four fifths of the players would have taken the sure trick in diamonds; while D., by not doing so, offered one of the recorded demonstrations that fourth-hand play is no sinecure.

AMERICAN LEADS.

THE inventions that are at once recognized by the student of whist history to be properly designated by the above title have been by some players confounded with those of more recent discovery that are known as belonging to the New Play. There is a likeness, but they are not the same.

Again, there are players who consider one of the American leads to be but a sort of completion or perfection of the "penultimate" once in use. The principle and plan of one method are all unlike those of the other. The penultimate of Cavendish advised simply that there was a card remaining in the hand *lower* than that led, no matter how many higher. The American lead informs that there are exactly three cards *higher* than the card led, no matter how many lower. The second lead from the penultimate play gave no indication of the quality or number of high cards left. The second lead by the American play gives information of both. For instance, A. holds k., 10, 8, 7, 6, 4, 2, of a suit. Cavendish led the 4 or the 6. There are one or two lower, but how many higher? On the second lead, according to the fall of the cards,

any one of the rest is played. What cards remain? The American lead is the 7: *there must be three higher.* The second lead depends upon the general play, but whatever it is, the remaining high cards are read.

The lead by Cavendish was wise, did its work, and had its day; that of Trist is wiser, is doing its work, and will be of avail as long as cards are played.

The history of American leads is as follows: —

Six years ago in April, an illustrated hand of whist, by "N. B. T.," of New Orleans, was printed in the London "Field." In it, A. held ace, qu., kn., 10, 7, of a suit, and he led first ace, then 10. It was the germ of a revolutionary plan. Cavendish annotated the hand, and, as his comments clearly show, did not suspect the announcement of the fourth-best card.

In June, Mr. Trist published another hand, in which A. leads the original fourth best, and Z. is made to lead first ace, then fourth best.

Two weeks later, "Lincolns Inn" furnished a hand in which A. leads first ace s., then 2 s., holding three more, and Y., holding ace, k., qu., 7, 6 d., plays ace, then k., then qu. No adverse comment to either mode of play is editorially made.

Mr. Trist, a few weeks later, in a letter to the "Field," proposed that after the head of a suit had been quitted, the next lead should properly

be the original fourth best, showing *exactly two cards higher.* Cavendish wrote that "to formulate such a rule would be more difficult than Mr. Trist expected."

Mr. Trist printed his illustrated play of the original fourth best, in defense of his position, in May, 1884. That Cavendish had not at that date agreed to its supremacy is evident, for in June following, Cavendish printed one of his own hands, leading the penultimate from a suit of seven cards.

Mr. Trist, having promulgated his plan of the leads of ace, then fourth best, and of original fourth best, and having clearly shown to the satisfaction of first-class players everywhere that his system was to supersede all others, printed his explanation of the manner in which the original leader, when he became second, third, or fourth player, should use his equal trickmaking cards. He says: "As some of your readers may not be familiar with the American rule, I state it as follows: On the second round of your suit which you originally led, if you remain with two high indifferent cards, both of which your partner can infer to be in your hand, play the higher if you opened a suit of four cards, the lower if a suit of five or more."

Meantime, while Mr. Trist was presenting his American leads, he was met by the most determined opposition. The vituperative articles he

distilled in his mental alembic. The following remarkable passage in one of his letters admits of no reply: "The great majority of players lack the quick perception which will enable them to take full advantage of the information imparted, but this is no reason why really first-rate players should be deprived of that information."

Cavendish and some others began to see that the American system of leads must displace that to which they were accustomed, and they frankly made known their opinions. But the jealousy against Mr. Trist crept out among many of the English players. Some of them wanted that Cavendish, because he had previously used the penultimate, should share the credit. But the editor of the "Field" would not have it so, and says of "N. B. T.:" "Surely the man who conceives a general principle of play stands on a higher pedestal than one who proposes a special course in special instances."

One of the English writer-players advocated the claim of Cavendish to a share in the authorship of American leads, on the ground that he had proposed a kn. from a qu., kn., five in suit. The editor of the "Field" very properly says to him: "You might as well credit Hoyle with the authorship of American leads because, in 1742, he proposed the lead of kn. from k., qu., kn., and two others." And the editor of the "Field" does not hesitate to state with emphasis: "The for-

mulation of a general principle of play was first proposed by 'N. B. T.' To him is due the extension to other cases, and the credit of the generalization."

Mr. Trist gives Cavendish much praise for his assistance in the publication of his plans. In a letter to "G. W. P.," Mr. Trist says: "It is a source of great satisfaction to me to see that American leads meet with such hearty approval." And he adds: "Cavendish of his own accord has admirably analyzed the unblocking system of the third hand, and he should have the credit, by his earnest efforts in the 'Field,' magazines, and lecture-rooms, of getting American leads adopted by the best players." The unblocking system is as old as Folkestone, but its application in the very extended analysis in "Whist Developments" is, on the part of Cavendish, ingenious, and, before the recent introduction of the "New Play," was well-nigh exhaustive.

The enmity to anything original, however good, did not abate among the English players. On the 24th of January, 1885, "Harry Andrew" arranged a hand which by the order of American leads might lose a trick, and, placing out of view the whole value of information given to partner, insisted upon leading the lowest card from a suit of six.

On January 10, 1885, "Mogul," one of the "uncompromising bulldogs," who "agrees to noth-

ing," whose "personal rights are paramount to all considerations" (the quotations are the words of one of "Mogul's" contemporaries), determined not to acknowledge whatsoever could be considered an innovation upon a plan that, once having been thought proper, must be forever defended, argued in the "Field" that A, holding qu., 10, 8, 7, 4, 2, of a suit, should lead the 2. Cavendish, who had been converted to the new theory, endeavored to show him that even the Cavendish idea of the penultimate lead would not answer, but that the American lead of the 7 was the only proper lead to make.

Cavendish tells "Mogul," as "Mogul" states, "with the tone of an absolute whist dictator, that the penultimate is to be abolished altogether, — that it will abdicate in favor of the card of uniformity, the fourth best." "Mogul" says: "Cavendish twits me with being, as regards my view, a minority of one, but this only proves his ignorance of the views of the players. Does he think his disciples constitute the entire world?"

From a letter of an American whist player, we quote: "The short-whist players seem to have an idea that Hoyle patented whist, and that, his patent having expired, Cavendish alone sells the manufactured article." And there are those who cry, "Hoyle is great, and Cavendish is his prophet!" But Cavendish, on the evening

of Wednesday, February 25, 1885, in the drawing-room of the United Whist Club in London, read his lecture upon American leads, advising their adoption because of their superiority, and stating that "they owed their full development to Nicholas Browse Trist, of New Orleans, U. S. A."

American leads were adopted in this country and put into practice immediately upon their announcement. The fourth best, as matter of principle and play, and not as a penultimate card merely indicative of one lower held, was instantly in favor here among the best players. The invention of American leads is not, however, a single but a treble order. The American leader at once accepted the fact that, (1) if he led a low card, it was because he had exactly three of the suit that were higher; (2) if he led a high card, and followed with a low one, he held exactly two cards higher than his second lead; (3) that, having led a high card when following with another high one, he played the highest one of two equally good if he held but four cards originally of the suit, and the lowest of the two if he held five or more of the suit.

Although Cavendish, who invented the "penultimate," confesses that the mode and its purpose are no longer of use and has abandoned the term, it is all in vain to present his argu-

ments or those of Mr. Trist to the "Moguls" of Europe or America to the effect that the fourth best and the penultimate belong to two different rules in play, both as regards principle in lead and the end sought to be attained.

For the convenience of players who care to read in detail special directions concerning original leads, we print instructions, making the proper changes in conformity with the new order, from "Whist Developments," the compilation of Mr. Trist's explanation of his theory, showing American play under its three compulsory maxims.

Low Card Led.

With an average strong suit containing four cards, when the suit is opened with a low card, the lowest is the card selected. The third hand is expected to play his highest card; therefore to lead a high card would be an unnecessary sacrifice of strength.

Take as an example such a suit as qu., 10, 8, 7. This is a suit of *minimum numerical strength;* that is, of four cards exactly. From this combination the lowest card, the 7, is led originally.

Here American leads propose only a change of nomenclature. The 7 is led on either the old

or the new system. But instead of calling the smallest card of minimum numerical strength the lowest card, it is now to be called the *fourth-best* card.

When the fourth-best card is led, the third hand knows the leader holds three other cards in that suit, all higher than the one led, — in the example, three cards all higher than the 7.

Now add one more card in this suit, say the 4. The leader's suit is qu., 10, 8, 7, 4.

The abandoned rule and the American rule again coincide. On either system, the 7, the penultimate card of five, is led. The nomenclature only is altered; instead of calling this card the penultimate, it is called, as before, the *fourth best*, counting from the top of the suit instead of from the bottom.

Now let another card be added, say the 2. The leader's suit is qu., 10, 8, 7, 4, 2. From a suit of six cards, English players still lead the penultimate; some lead what they call the ante-penultimate. It does not appear that any good reason can be assigned why the player should change from the 7 to the 4 because in addition he holds the 2. Hence, *discarding the terms penultimate and ante-penultimate*, the American method still takes the *fourth-best* card — the card of minimum numerical strength — as the one to be selected for the original lead, disregarding any or all lower cards.

Every suit, then, opened with a low card, *whether of four or more cards*, is treated as though the cards *below* the fourth best were not in the leader's hand; and whatever low card is led, the third player can always place in the leader's hand *exactly* three cards higher than the one first led, as shown by the following tabulated example:—

	Lead	
From qu., 10, 8	7	
" qu., 10, 8	7	4
" qu., 10, 8	7	4, 2
" qu., 10, 8	7	etc.

The fourth-best card — in the above example the 7 — is sometimes called the *card of uniformity*.

The first maxim laid down by American leads is, —

When you open a suit with a LOW CARD, *lead your* FOURTH BEST.

It is said that no advantage is gained by showing your partner that you hold six or seven cards of a suit. That, however, is not the point. What you do show, and what you want to show, is that you *invariably* hold *exactly* three cards, all higher than the one first selected.

High Card Led (*followed by low card*).

When ace is led, from ace and four or more small cards, the second lead, according to the English play, is the lowest card. The same when king is led from king, queen, and small cards, and the king wins the trick. Also, when 10 is led from king, knave, 10, and the 10 wins the trick.

According to the American play, the second lead in these cases should be the *original fourth best*, — the card which would have been selected if the suit had been opened with a small card. Whatever low card is led, the third player can always place in the leader's hand *exactly* two cards higher than the one selected for the second lead, as shown by the tabulated example: —

Lead		Then	
From ace	kn., 9	8	7
" ace	kn., 9	8	7, 5
" ace	kn., 9	8	7, 5, 3
" ace	kn., 9	8	etc.

The second maxim laid down by American leads may be thus stated: —

On quitting the head of your suit, lead your ORIGINAL FOURTH BEST.

The above rule applies to the second round of the suit only.

Readers of these pages, which are addressed only to advanced players, are supposed to know the ordinary leads. But as the volume may fall into the hands of those who are not familiar with the mode of leading from high cards, the following table of leads is inserted.

TABLE OF LEADS, NO. I.

From	Lead
Ace, k., qu., kn. (trumps)	Kn., then ace
Ace, k., qu., kn. (plain suits)	K., then kn.
Ace, k., qu. only (trumps)	Ace, then k.
Ace, k., qu. only (plain suits)	Ace, then k.
Ace, qu., kn., 10	Ace, then 10
Ace, qu., kn. (more than one small)	Ace, then kn.
Ace, qu., kn. (one small)	Ace, then qu.
K., qu., kn., 10	K.
K., qu., kn. (more than one small)	Kn.
K., qu., kn. (one small)	K., then kn.
K., kn., 10, 9	9
K., kn., 10	10
Qu., kn., 10, 9	Qu., then 9
Qu., kn., 10 (more than one small)	Qu., then 10
Qu., kn., 10 (one small)	Qu., then kn.
Kn., 10, 9, 8	Kn., then 8
Kn., 10, 9 (more than one small)	Kn., then 9
Kn., 10, 9 (one small)	Kn., then 10
10, 9, 8, 7 (trumps)	fourth best
10, 9, 8 (more than one small, trumps)	
10, 9, 8 (one small, trumps)	
10, 9, 8 (one small, plain suits)	
10 (any other two)	10, forced

High Card Led (*followed by high card*).

It will be observed that in some cases the higher of two high cards is led on the second round, when the suit consists of only four cards; but that when it consists of more than four cards, the lower of two high cards is led on the second round.

Refer, for instance, to ace, qu., kn., where ace is followed by an honour. With four of the suit, ace then qu. is led; with more than four, ace then kn. The reason is, that if partner remains with k. and one small one after the first lead, the leader, holding five or more originally, desires the k. to be played to the second trick, so that his suit may not be blocked. But if the leader had only four originally, he cannot afford to let the second trick be won twice over, as then there is a much greater chance that the eventual command will remain against him.

It follows that if A. leads originally ace then qu., B. will place kn. and one small one in the leader's hand; if A. leads ace then kn., B. will place qu. and at least two small ones in A.'s hand.

So, also, if qu. is led originally. Ace may be thrown second hand. A. afterward has the lead again. If he has led from only four cards, he cannot afford to waste his partner's singly-

guarded k., so he now leads the kn. But if he holds two small cards in addition to the kn. and 10, he wants B.'s k. out of the way. Therefore, with kn., 10, and more than one small card remaining, he goes on with the 10. Again, he leads the higher of two equal cards when he held but four originally; the lower when he held more than four. See *Tables of Leads*, Nos. I. and II.

And B. will count his partner's hand. The lead was from four cards at most, if qu. is followed by kn.; from five cards at least, if qu. is followed by 10.

Now suppose qu. is led, and that the second hand puts on the k. A. gets the lead again, and all question about B.'s blocking the suit is at an end. That, however, is no reason why A. should refrain from informing his partner whether the lead was from four cards or from more than four. A. therefore pursues the uniform plan of continuing with the higher of his two indifferent high cards when he led from a maximum of four; and of continuing with the lower of his two indifferent high cards when he opened a suit of more than four.

The same applies to kn., 10, 9. Kn. followed by 10 signifies 9 and at most one small one remaining; kn. followed by 9 signifies 10 and at least two small ones remaining.

Now, what American leads propose here is to

make the rule constant by extending it to other cases. Thus, with k., kn., 10, the 10 is led. If the 10 forces the ace, and A. gets the lead again, he has no alternative but to go on with the king, as his high cards are not of indifferent value; consequently, no information can be given as to the number of cards led from. But suppose the 10 forces the qu., or both qu. and ace, and that A. obtains the lead and desires to continue his suit. His k. and kn. are high indifferent cards, both marked in his hand, and it is in one sense immaterial which of them he leads. But he may as well tell his partner whether he led from four cards originally, or from more than four. This he can do by pursuing the uniform plan of selecting on the second round the higher of his two indifferent cards, — namely, the k., when he remains with k., kn., and only one small one; or by selecting the lower of his two indifferent cards, — namely the kn., when he remains with k., kn., and more than one small one; just as he would, for example, in the case of a lead from qu., kn., 10. To know whether your partner led from k., kn., 10, four in suit, or from k., kn., 10, more than four in suit, may be of great value, especially in trumps. Hence the third maxim of American leads, —

With two high indifferent cards, lead THE HIGHER *if you opened a* SUIT OF FOUR; *the* LOWER *if you opened a* SUIT OF FIVE.

Suppose the lead is 9 from k., kn., 10, 9. Whether the leader also holds the 8, or smaller cards, makes no difference. The 9 is still led, as it is the card which immediately conveys the greatest amount of precise information. The qu. comes out, and A. has the lead again. He now holds three high indifferent cards. If he leads the k., he remains with kn., 10, only. If he does not lead the k., he remains with k., kn., or k., 10, and at least one other card of the suit. As between the lead of the kn. or the 10, on the second round, those who care to play the finest whist prefer the kn. with only one small card, the 10 with more than one small card, widening the order by leading the lowest of three indifferent cards when the suit led from consisted of at least six cards. The information of most value is, that the lead was from more than four cards, and that the leader remains with the command. This is known, whether the kn. or 10 is the second card led. The example is given more to show fine players the effect of uniformity of play on B.'s inferences than to proclaim a rule by which the leader may show whether he opened a suit of four, five, or six cards. What is particularly insisted on is, that the leader is not to go on with the k. (qu. being out first round), when he led from more than four cards.

With ace, k., qu., and one more of a plain suit,

k. then qu. is led, as, upon the lead of the k., four cards, one of them the ace or qu., are proclaimed. But in trumps the qu. is first led. Ace and king are now indifferent cards. After what has already been said, it is hardly necessary to observe that if after qu. the leader proceeds with the ace, he led from at most four trumps; if after qu. the k. is led, the leader remains with ace and at least two small trumps. The information conveyed by the selection of the k. rather than the ace, on the second round, or *vice versa*, may be of the utmost value.

Leads from k., qu., and small cards beside are not entered in the table, p. 116, because, since the adoption of the new play, former leads are obsolete, and knowledge of correct management can only be given with analysis in the regular order of leads, pp. 31–61.

With ace, k., qu., kn. of trumps, a proper way in which the leader can declare to a certainty that he led from a quart-major is by leading kn. then ace; for an adverse strong hand, not objecting to having trumps out, may hold up the ace on the first and second rounds. Hence, after kn. has been led, ace, k., qu. are not indifferent cards. After the second lead of ace, k. and qu. become indifferent cards. Consequently, if k. is led on the third round, the leader remains with qu. only; if qu. is led on the third round, the leader remains with k. and at least one small

one. With such very powerful cards it will perhaps make no difference whether k. or qu. is led on the third round; nevertheless, it is most proper to follow rule for the sake of uniformity.

If the leader opens an ace, qu., kn., 10 suit, he leads ace, then 10, irrespective of the number he holds in the suit. He thus at once demonstrates great commanding strength, and enables his partner to unblock should the third hand remain with k. singly guarded. The number of cards led from is not declared. Qu. and kn. are now marked in the leader's hand, and they are indifferent cards. If on the third round the qu. is led, the leader remains with kn. only; if on the third round kn. is led, the leader remains with qu. and at least one small card.

From ace, qu., kn., 10, 9, the old lead was ace then 9. But this leaves the third hand in doubt whether A. remains with qu., kn., 10, or with qu., 10, or with kn., 10. The most certain information of commanding strength is conveyed by 10 after ace. Consequently, on the American plan, if ace is followed by 9, A. can only hold qu., 10, or kn., 10, and at least one small one. If neither qu. nor kn. falls, and B. does not hold one of them, precise information is not given as to the command. If either kn. or qu. falls, the other honour and the 10 are marked in A.'s hand. These cards are indifferent cards. The lead of the honour on the third round shows

an original lead from five cards exactly; the lead of the 10 on the third round shows more than five.

However, it must not be forgotten that there is such a thing as an exceptional original lead. Thus, if A. leads qu. and then kn., he may hold 10 only, or one small one only, or 10 and one small one. Hence the only *certain* inference B. can draw is that A. has not led from qu., kn., 10, and more than one small card.

Again, the play of third and fourth hands may be occasionally modified by the successful covering of a medium card by second hand. Under these circumstances third hand should be cautious in returning his partner's lead; fourth hand should be more ready, if he has no special game of his own, to return the lead through the strong.

The following Table of Leads sums up the treatment of suits when a high card led is followed by a high card:—

TABLE OF LEADS, NO. II.

From	No. in Suit.	Lead		
		1st	2d	3d
Ace, k., qu., kn. (trumps)	5	Kn.	Ace	Qu.
Ace, k., qu., kn. (trumps)	4	Kn.	Ace	K.
Ace, k., qu., kn. (plain suits)	5	Kn.	Ace	K.
Ace, k., qu., kn. (plain suits)	4	K.	Kn.	Ace
Ace, k., qu. (trumps)	5	Qu.	K.	
Ace, k., qu. (trumps)	4	Qu.	Ace	
Ace, qu., kn., 10	5	Ace	10	Kn.
Ace, qu., kn., 10	4	Ace	10	Qu.
Ace, qu., kn., and small	5	Ace	Kn.	
Ace, qu, kn., and small	4	Ace	Qu.	
K., qu., kn., 10 (trumps)	5	10	K.	
K., qu., kn, 10 (trumps)	4	K.	10	
K., qu., kn., 10 (plain suits)	5	10	K.	
K., qu., kn., 10 (plain suits)	4	K.	10	
K., qu., kn.	6	Kn.	Qu.	
K., qu., kn.	5	Kn.	K.	
K., kn., 10, 9	5	9	Kn.	
K., kn., 10, 9	4	9	K.	
K., kn., 10	5	10	Kn.	
K., kn., 10	4	10	K.	
Qu., kn., 10, 9	5	Qu.	9	10
Qu., kn., 10, 9	4	Qu.	9	Kn.
Qu., kn., 10	5	Qu.	10	
Qu., kn., 10	4	Qu.	Kn.	
Kn., 10, 9, 8	5	Kn.	8	9
Kn., 10, 9, 8	4	Kn.	8	10
Kn., 10, 9	5	Kn.	9	
Kn., 10, 9	4	Kn.	10	
10, 9, 8, 7 (trumps)	5	fourth best, see p. 47		
10, 9, 8, 7 (trumps)	4			
10, 9, 8 (trumps)	5			
10, 9, 8 (trumps)	4			

THE NEW PLAY.

THIS term, which, together with that of American Leads, is already merged in the expressive name American Whist, is given to very recent improvements by several fine players in lead and follow, upon time-honored conventions. The inventions of Mr. Trist in lead and manner of play are applicable, as they were intended to be, to the English game; but in their entirety, and in the scope of the additions to and variations of the mode of former practice, the American game appropriates and makes available all the advantages that both plans can offer. The "new play" is nearly related to the celebrated "leads," but it has distinct directions. Its object is to present and determine the numerical force of a suit. Its order differs from that of the "leads" because it provides for opening the intermediate suits, and for continuing the play by consultation of card rank only. It proposes to inform of number of lower cards than the lead as definitely as the "leads" inform of higher cards than the lead. It considers the limitation of the acting value of all but the two highest, and does not interfere with the conventional play of those that are not trickmakers. For in-

stance, it leads the 10, not as the head of a sequence, since it could not take a trick nor assist in taking one, but as a representative of one of the highest cards that can. Again, it leads the knave at the head of a long sequence, according to former play, for that card is of service to the residue of its suit. It leads the qu. and not the k. when k., qu., and three more are held, but does not lead the kn. if qu., kn., and three more are held. The k. at the head of the first named series is a trickmaker, but the qu. at the head of the last named series is not. It leads the qu. when ace, k., qu., and others are held, because the qu. is the equal of the head of the sequence; but it also leads the qu. at the head of its own sequence, because no one of that sequence is a master card. By the American lead of the 8, you know that three higher cards are held. By the new play of the qu., you know that three lower cards are held.

It deals with sequences only, and regulates their play. Combined with the orders for American leads, it completes a system for the theory and practice of American whist.

Cavendish recognizes that a portion of its influence can be used in English whist, but because of its newness, and the necessity of knowing the manner of its application, he very properly says, "It will, for the present at least, be accepted only by players of the first force."

It is claimed that some of the leads were discovered and appropriated before the plan for their play had been submitted and explained. In its completeness, however, it is of recent invention, several of the most valuable plays that can be made under its system having been planned by American players during the summer of 1889.

Mr. N. B. Trist, of New Orleans, concerning the new play writes: —

The following is the substance of a conversation which took place over the whist table a few days ago: —

Partner. What is the matter with you, T.? You originally led qu., holding, as it turns out, ace and k. also.

T. I did so because I have been of the opinion for some time past that it is the proper lead in plain suits when the leader holds more than four of his suit. When my qu. went round you should have known that I had ace, k.; and when I followed with ace you knew that I held five of the suit, all of which information I could not have given you by leading k.

P. I do not exactly see how I could know in the first round that you also held ace and k.; until you led in the second round, I gave you credit for kn., 10.

T. If you had reflected a moment, you would

have noticed that when my qu. went round, my left-hand adversary did not hold both ace and k., or he would have taken my qu., and, he not holding both, his partner must have one of them, in which case my qu. must have been captured. This not happening, I must have ace and k.

P. True. But suppose second hand trumps? I can see it makes no difference if fourth hand does so.

T. Then you would be in no worse predicament than if, k. being led, it is trumped on the first round by second player; in fact, your chances are much better for ascertaining the nature of my lead, for there remain two tell-tale cards, the kn. and 10, either of which you may hold, or may fall from fourth hand; while if k. is led, there is no card left to obtain the lead, for we are assuming that it was from ace, k., qu.

P. How would it be if I had none of the suit?

T. Pass the qu., of course. Allow my suit to become established; ace or k., falling from second player or in your hand, would settle any doubts about my lead.

Conservative Adversary. It seems to me you are always after something new. I hope that this is the last innovation you have to propose.

T. Sorry to say, I must once more run counter to your prejudices, for I have come to the conclusion, in my home-rubber practice, that, with ace, k., qu., kn., with one or more others, kn.

should be led in plain suits, just as it is in trumps; the three remaining indifferent cards should be used in second round, to indicate number. An advantage over k. then kn.

P. These leads are not in any of the books.

T. They will eventually get into the books.

Conservative Adversary. Or any other place, where I hope they will be buried forever. Let us go on with the game.

They have "got into the books," and that book or treatise upon whist that does not credit them will be of small avail. The conservative adversaries of system, which they do not appreciate and will not understand, must be allowed to sneer at progress and go on with their game.

Henry Jones (Cavendish) writes: "As, when I suggest any departure from the whist track trodden by our ancestors, I am always met with certain stock arguments, I have taken care this time to anticipate the strongest of them, viz., that only practical experience at the whist table can decide whether the proposed innovation (as my critics always call it with a sneer, as if innovations could on no account be permitted at whist) is sound and useful. I have played, in the manner proposed, with partners of the first force, and all to whom I have explained the method have adopted it, and consider it very useful indeed."

The plan and play, and manner of the play, are all American. The order for it was given by Mr. Trist in the "Field" of May, 1884. The manner of it is an extension or carrying out of the plan that proposes to designate numerical force by the original lead, and that also proposes to specify of what that force consists.

The intimation is, that, by the adoption of the American Leads and the New Play, certain cards now led have more and different expression than formerly, while the order of conventional play is not disturbed. Thus, the ace is led as it has ever been, and, followed by the k., proclaims no more; but it is also led and followed by the k. when there are three more, and it is led without the k. and there are four more: followed by the qu. as formerly, there are two more; by the kn., there are three more. The k. is led as heretofore to tell of ace or qu. and two beside; but it is not now led to tell of more than four in all, except in trumps. In plain suit, k. from ace, k., qu., kn., only; ace, k., qu., and but one small; ace, k., and one or two; k., qu., and one or two; and in trumps, from k., qu., 10, and three. The qu. is led from ace, k., qu., and two or three; k., qu., and three; qu., kn., 10, and two or three; qu., kn., 9, and two or three; and qu., kn., and two smaller than the 7. The kn. is led from ace, k., qu., kn., and others; k., qu., kn., and two small; at head of sequence,

and when in trumps, k., kn., 10 are held. The 10 is led at the foot of quint-sequence, of quart-sequence with others, when k. and kn. are held, and never at the head of sequence. The 9 is led if k. and kn. and any others, excepting ace and qu., are held, and never otherwise.

In no event will partner trump original lead of qu., kn., 10, or 9.

In whist play no deviation is made in the rule for the last card of the deal to act as trump and to be turned; such innovations as the cutting the trump from another pack, or the hiding the trump in the playing pack, being of course rejected. In truth, each player forms more or less his plan of play upon the card, no matter what its denomination, that is turned as trump. Much of the nicety of calculation based upon the trump exhibit would be lost by any mode other than that which allows each dealer in turn to show and to hold the trump card.

This rule has for a long time stood unchallenged. Any change that is a manifest improvement must of course be made, but such change must be shown to deserve universal recognition. Among the diversions from regular practice, there is one that has certain club sanction. It consists in cutting the trump card from the still pack, and allowing it to remain in sight during

the play of the hand. The argument in favor of this course is, that all the cards should be located by the development of the hand in play, and not by exposure; that if the trump is one of the dealer's cards, his opponent's play concerning it is not determined by legitimate inferences, but by exact information; that irregular play on the part of dealer and others is the consequence of the exposure; and that playing through the card which is defenseless for the purpose of its capture is taking advantage of a known situation.

The reply is, that the card turned before the play begins is not exposed as one that calls for penalty; that each player in turn is made subject to whatever issue may come from his single holding, and the whole play is uniform; that it is not best to have the constant trump reminder before the players; that the knowledge of the especial card in the dealer's possession is of as much avail to the partner as to the opponents; that irregular or improper play need not be resorted to on its account; that every player makes better play, in accordance with the best system, by the knowledge of the situation of the trump card and its rank; that playing through it for its capture is only what is done at all times as soon as the location of a card is known; and that the absence of an index card in hand at the beginning of the play and throughout the play would largely detract from the facility of

making calculations which may depend more or less upon the rank of the trump, and which, by attempted assistance by partner and attempted defeat by adversary, form the basis of interest in the management of the cards.

The order of leads is not interrupted, however, if the trump card is not turned from the player's pack.

SPECIAL TOPICS.

FOLKESTONE spoke wisely when he said, "Study your partner's hand." The routine player seldom takes this advice into account. B. opens the play with the 8 of hearts. D. plays the 7. A. holds the ace, qu., kn., and two small hearts and five trumps, with major tenace. He should instantly see that the 8 will take the trick, that D. has no more hearts, and that if he passes it his partner will at once give him a trump. But he sees nothing of the kind. He flings the kn. upon the 8, thinks he has made a successful finesse because C. did not play king, and leads a trump because of his and his partner's hearts; B. plays the kn. of trumps, and D. captures it with king. A. has lost a trick, — perhaps more than one, for he may be forced, — but all the time he firmly believes that he is playing whist correctly.

Perhaps good advice about general play is to the effect that if you are strong in trumps you are to play your own game, and while of course consulting what may be done by partner, induce him, by evidence that you are able to carry more than he can, to play for you; *vice versa*, if you are weak in trumps, play your partner's game.

Having sequence of qu., kn., 10, from which you lead qu. and it takes, follow with kn., and, if it takes, with 10; the k. may be on your left. This especially if you care to force right-hand adversary; for if ace and k. are both in partner's hand and C. can follow, it may be D. must trump: at any rate, you leave B. with best card, perhaps as a thirteener.

After one round holding three cards of different grade and no winner, if you return your partner's suit, play the low card; having two, play highest; but if you hold the winner, play it without regard to number.

When you return the opponent's play, lead through the strong suit up to the weak. If C. has led from any suit of which D. has not a high card, you can judge if under-play had best be tried.

When you can keep the best card of the opponent's suit, knowing that your partner has cards of that suit, or not wanting to have him afterward forced by their play, retain the command.

Players affected with the trumping mania sometimes willingly give up their advantage in order that the suit may be led up to be trumped. To have the highest card out of the way was what the adversary wanted, and he will at once draw the trumps, or play the force if more to his benefit, and afterward make his suit.

Unless purposely finessing upon partner's

lead, holding the strength, get rid of the command, that he may make his high cards. When partner leads an ace, and of the suit you have four small cards, or three in sequence and one small one, play the third best card; when he leads again, the second best. If the suit is again led, or after trumps are out, when it is led play your highest card; for your partner holding two more, one of which is larger than your small card, makes both of his, whether you lead to him or he has the play.

If partner leads a knave and you hold ace and more than one small one, do not play ace unless to cover second-hand higher play than kn., for he may not have led from k., qu., kn., and two. If, however, kn. takes and he continues with qu., take with ace, that you may give back the small one; if you have but ace and one small one, take kn. with ace, and at the proper time return the small one.

If you know by the lead and fall of the cards that partner plays from five of a suit of which you have but three or four, be sure to get out of his way, so that your last card will not interfere with either that he holds. See *Unblocking*, p. 86.

You can get out of partner's way in the trump suit as well as in a plain suit. If you know that he is desirous of getting them out, take what he leads with ace, having but one more, playing back the other card at once.

The system of American leads allows partners to give constant information to each other in course of play. The leader throws an ace and follows with small card; whatever that card may be, the leader holds two in the suit that are higher, so that, by what the partner holds and what falls upon the second play, third hand may often read the two or even the three cards that remain. Again, the leader throws a small card, — he has three higher; third hand should carefully study to learn what they are. Again, leader throws a 9, — he has k. and kn.; and if when again he leads he plays the 10, he holds two or three more of the suit, and those high cards. See *American Leads*, p. 105.

In the matter of reply, the partner may inform of his own holding. If he has four cards of the suit, he throws the third best; and then, in accordance with the fact of whether his partner or himself should keep control so that all the tricks possible be made in that suit, he plays best card in the third lead or follow, or retains it, playing the small one, — the play so made, after the chance to call in the first place not taken, not being interpreted as a call for trumps.

If during the play you throw away the highest card of a suit, it follows that you hold command of that suit (or have no other cards than trumps in hand); that is, you hold the next cards in se-

quence. If you throw a second-best card, you should have no more.

As in playing the only two cards of the suit, ace, k., you lead the ace, then k., showing no more, so with other cards in simply double sequence. For example: you play k. from k., qu.; qu. from qu., kn., etc., whether you lead or play to partner's lead, unless he leads a higher card. If he plays 5 of spades and you play qu. and take the trick, returning kn., you have no more, but do not call for trumps by the play. Of course, if you take with kn., then play a small one, then play qu., you have yet another; if you take with kn., then play qu., then play a small one, you can have no more.

Cavendish was a long time deciding about the play of ace then k., and also about the lead of k. then kn. from the four highest cards; but he has now accepted both. They were printed in "American Whist" ten years ago. He is giving the best possible attention to the system of American leads, the letter-press of his late edition being changed from the preceding ones to conform to the new order of things; and his "Whist Developments" presents the plans of the American inventor with regard to lead and unblocking exhaustively, but liable to revision now that the orders for the "new play" are introduced.

The difference that exists in the manner of

play by the different methods is more apparent in the management of trumps than from any other agency. Short-whist play insists that the "primary use of strength in trumps is to draw the adversary's trumps for the bringing in of your own or your partner's long suit," and advocates their play at once if many are held. But to play to the score that the short-whist players keep, equally dependent upon the holding of honours with the taking of tricks, requires a very different usage of trumps from what is demanded of the player who strives for points made by the tricks alone. For example, Cavendish says: "If you are at the score of three, the adversaries being love, one or two, you should not lead a trump merely because you have five trumps with two honours, if they are unaccompanied by a very strong suit or by good cards in each suit; for here if your partner has an honour you probably win the game in any case, and if he has no honour you open the trump suit to a disadvantage." But not in the play of American Whist could the matter of honour-count be taken into consideration. Of course with the cards just specified the holder would or would not lead the trump, according to his decision as to the best way to make his tricks in all his suits.

Short whist says: "With great strength in trumps you may proceed at once to disarm the opponents." American Whist says: "The first

use of trumps is their employ to make our tricks. If we can make them serviceable to that end, although we lose a trick or more to our opponents' trumps, and we by skillful play make more than we can lose, and it may be more than in a defiant game we should have made, we have used our trumps to the best advantage." For example: In short whist A. B. are 3; C. D., 0. A. has ace, kn., and three small trumps, and leads a small one to see if partner has an honour. B. throws the qu., taken by the k. Now A. and B. are two by honours, and have to make but a single trick in suit or with a trump besides the ace and kn. A.'s lead was justifiable, for it determined at once his game; he can draw other trumps with his ace and kn. at his earliest opportunity. But in our whist, A. holding the same hand is to make as many tricks with it as he can. He thinks it prudent at first to lead a kn. at the head of a long sequence; B. takes with ace, and returns k., showing no more; qu. falls on the left. B. then leads his own suit, and A. calls. B. holding qu. and two others throws qu., which A. passes. B. plays a small one; A. takes with kn., leads ace, k. falls, and A. makes all his suit. The same hand wins by leading it for honour-count that wins by playing it for tricks; but seven by cards is a far more notable achievement than two by honours.

The partner's lead of trumps should be at

once returned. His call for trumps should be answered in preference to every other play. Good players, however, do not use the call unless for excellent reason. Merely holding five trumps is not a reason for calling unless there is a gain to be made in suit. A good player, if he wishes trumps led, can generally manage to get in and lead them. The accidental introduction of this now generally understood call for trumps dates from the practice of throwing a high card upon the opponent's lead to stop him from leading the suit again for fear it would be trumped. If then he had a good suit and a long one, he might lead a trump of his own accord; but if he played another card of his suit, and you then threw a smaller card than before, the fact was patent that the play of your first uselessly high card was to induce him to lead a trump. If he did not lead one, your partner would at the first opportunity. This manner of giving information is now being utilized upon occasion to the fullest extent. A 3 and then a 2 is as much a demand for trumps as a qu. and then a 5. It does but need a spot in excess to serve the signal purpose; and the player who trusts his partner's good sense and quick perception is careful not to offend either, for if he must make the call he does so with his lowest cards.

The caller for trumps takes upon himself the entire responsibility of the game; he demands

that his partner leave his own play and play for him. In response to the call the partner leads the highest of three trumps, whatever they are, following with the next highest. If he has four, he leads the lowest, unless one is the ace; if the ace, then that first, then lowest. If he has five and is aware that his partner has five, the united hands will lose no trick that can be made. With this number of trumps and in reply to a call, he cannot consider the policy of showing his partner how many he holds, so much as the manner in which he is at once to make for his partner's sake his own trumps effectual. For example: D. led k. and ace of clubs (trey of diamonds turned by B.); A. called. D. persisted in his suit, and B. trumped with the 6; he then led the 4 to show A. his own great strength in trumps. D. played the 7, A. the 10, and C. took with the qu., his only trump. D. held the ace, which gave him four tricks in. A. and B. wanted four points and made but three, and in the next three hands C. D., winning all, counted on their score seventeen points, — a difference and a loss to A. B. of twelve points in the rubber because of one absolutely wrong play. For B. when his partner called should have led k. at head of five; D. must then play ace or lose the trick. C. had but qu., which must have fallen; A. held kn., 10, and three others.

The management of trumps is at times by far

the most sterling part of the game. The difference in quality of players may easily be known by watching the exercise of care exhibited by the good ones in the proper development of the trump suit, in contrast with the laxity of attention given by poor ones to the detail, which in order to insure success must be understood and closely observed. One false lead in trumps may ruin a hand and lose a game. A single spot in follow, two in finesse, may change an anticipated gain to a loss of many tricks.

With a reasonably strong trump-hand and a good suit, it is dangerous to over-trump the right-hand adversary. He has parted with a trump, and is weaker for that. The trump that may be expended in over-trumping to take a trick might, if at that time retained, be the means of commanding the hand.

It not infrequently happens that A., having a good suit and four trumps, tries the experiment, usually hazardous, of getting out the trumps. On the third round his partner renounces, and the best of the last two trumps is left in C.'s hand. Now, if C. draws that last trump, and A. has a card of reëntry, he will make his suit; also, if B. has a card of reëntry and one of A.'s suit to lead. Unless C. or D. has a suit established, to draw the trump is not good play; and if the established card is in D.'s hand, and A. has not a card of that suit to lead him, C. should

not draw the trump, unless confident that he can lead to D. a card of which D. holds one of re-entry.

The disposition to over-trump is very natural; but there are cases in which the "moderate player," as Cavendish styles one of a class, incurs constant loss by the practice. The most frequent examples are when third hand trumps a plain suit led by his partner, and fourth hand, holding the best trump and another, over-trumps. He takes that trick, but if he leads his remaining trump it falls to one higher; and if he leads the card which he should in the first place have thrown away, it is taken by one higher, or trumped. In any event he loses a trick. It is not easy to tell when third hand in such a case holds the second and third best trumps. Of course if he does, over-trumping surely loses, when he also holds the winner of a suit or the last card of one.

There is nothing more ingenious in whist than the act of properly throwing the lead. It is in this respect that the player of finesse makes his especial gain. The "moderate player" only sees the trick that could have been surely won, but he does *not* see the two tricks afterward made, one of which could not have been obtained if the lead had not been thrown. If A. holds best and third best trump, and D. the second and fourth best, A. throws upon D.'s best

plain-suit card his own best card, so that when led again he cannot take the trick, and is not obliged to lead up to D. and surely lose. If A. so throws away the chance of being the winner of the next trick played, his partner may be able to take that; and then, playing through D., the last three tricks are won. This is when there are four cards, — a situation that happens at the close of many a hand.

It is often very much better to lead a card of the opponent's suit if you have no winning cards and cannot give your partner one of his suit, in order that when obliged to do so he may lead up to your partner, than to play a card of a suit on which one adversary will discard and the other play a trump.

One of those terrible persons who is always getting in a trump, when the second play of a suit is made, holding the last trump, takes the trick, thereby making all the rest of that suit good in the adversary's hands. If he had passed that card and let the suit be played again, it is not unlikely that he might have exhausted one of the opponents, perhaps left the best remaining card of it in his partner's hand. It is not always well to trump the second-best card of a suit, especially with the last trump. Judgment must teach the holder of the trump when to refrain from its use.

The player who has command of a suit some-

times forces his adversary to their mutual advantage where the force is taken; for it is best to use the trump upon a card that is not only sure to take, but sure to be followed by others equally effective.

If it is the leader's determination to force the partner, the force had best be taken, although it breaks the power of his trumps; for the responsibility rests with first player to prove that he was correct.

Over-trumping is usually safe if the left-hand adversary is strong in trumps, and is always best if the partner wishes that trumps should be played. If after the successful over-trump a trump can be led, the result is usually advantageous.

If a strong hand of trumps has been developed by the adversary, the leader and his partner should force that hand if possible. The cards that must be played to force him may be winners, but he would trump them by and by, or they must fall on taking cards of his. They had best be used at once, to the detriment of a battery of trumps. The card that he may be obliged to lead may be taken; if so, another force had best be made. If the play has been so traced that his hand can be read, the leader may know that if his force is kept up a tenace may be broken by a future lead, and so a trick gained per consequence of the continuous force.

For example: Fourth hand, with the last two trumps, and holding ace, qu., of a plain suit, and a small card of another plain suit of which leader has command. Now, if leader plays k. of the fourth plain suit of which fourth hand has none, he must trump it and play to him the small card. First player takes, and leads ace of the fourth suit; this uses the last trump, and the ace of the tenace must next be led, then the qu., to be taken by the k. of right-hand adversary. If first leader had not forced, but played instead up to the tenace, the trump-holder must have made another trick.

When the play is short whist, it follows that constant regard be had to the score which can so easily be affected for the benefit of the party who is at 1 or 3. While, therefore, the same cards held by a short-whist player, if held by an American player would be very differently played, yet the principle of the law of lead is not in any wise changed. It is simply the fact that the hand of the short-whist player becomes an exceptional one, and he uses it to the best advantage for a different purpose than that desired by the player of the other game. For example: A. B. 3; C. D. 2. A. holds two honours and two small trumps, and a good long suit; he leads a trump, for if his partner has an honour, his play thereafter is not to make tricks but to hinder the opponents from making them.

The American player would lead the fourth-best card of the long suit.

Again, the short-whist player may hold two honours, two small trumps, no long suit, no strong cards, and with no score. In such a case he leads to ascertain about the honours. An illustration is offered by J. C. "I hold qu., kn., and two small trumps, tierce to a knave and a small card in the second suit, qu., kn., and a small card in the third, and a guarded king in the fourth. With this, which is not great strength, or with any hand of a similar character, I believe it so important to find out whether my partner has a third honour, and whether consequently I may play to win the game, that I unhesitatingly lead a small trump. If my partner has an honour and a trump to return to me, etc., we shall probably win the game, or at least be very close to it." That is, if his partner had a high trump they counted two; there was not then much chance for the adversaries making five, and J. C. and partner might get three by card. Of course the American player would have led the knave at the head of the sequence.

It is a common practice with "moderate players" to yield a game or a hand when the main cards are with the opponents; or it may be suddenly to play out their best in every suit, with the idea that they must get in what they may be sure of making at the earliest opportunity.

This course is generally pursued when the adversaries are very strong in trumps. But it is worth something to save the game against fearful odds, and sometimes there is a chance for doing so. When it is clear that in the leader's weak suit his partner must be strong in order to gain something toward the number of tricks that must be taken, he should not throw his best cards, but lead from his weakest suit. This advice we fear will be followed but very seldom, for the general impulse is to make what can be made, in other words to "get in what can be got in" of the high cards ; but it is sound, nevertheless. The leader's partner should finesse deeply, and in turn lead back his weakest suit, and deep finesse should be made in that. The object is to make one or two tricks more, if so many save the game, than would probably be made if the high cards were led at once. For example : if C. D. have three trumps, all the rest played, and want four or five tricks, A. B. desire to hinder them from making more tricks than their trumps must take. If in such a case A. considers that "it is of no use, I have only one or two tricks," and B. thinks the opponents have three trumps, and they then throw up the hand, they do what good players would declare a useless act. For if B. holds ace, qu., and 10 of a suit and two small cards of another suit, and leads the ace, he will let C. make his k.,

perhaps his kn., of that suit; but if he were to lead from his weakest suit, and A. could take the trick by deep finesse, and not returning that suit, but instead lead to B. one of his own low cards to find it of B.'s strong suit, C. would not risk his k. or kn. second, and it would be no matter if he did; but if he did not, B. should finesse the 10 and lead again the weak suit. A. taking this pursues the former lead; C. either loses k. or kn., and A. B. have saved the game. We know this is desperate play, but it is good play, far better than the play of cards sure to take. It is the only play at such a time that can succeed. Of course a trump must come in by and by, but the risk must be run; for if either of the suits is to be trumped, the high cards will certainly be trumped as readily as the lower ones, while it is demonstrable at the outset that if the high cards alone are led, even if they make, they will not save the game.

WHIST PRACTICE.

STUDY and become familiar with the laws and leads. Play printed games with the cards before you. Understand the reason for each play. Play practice games with good players. They will not deceive you by false play, but will always be at their best, as if you were an expert. Make close inquiry concerning any play that you do not comprehend. Determine, whenever you take a seat at a whist table, whether for the regular or the practice game, to play in the most correct manner every card that you may hold. Never know of good hands, or of poor ones. It will not happen, in the course of the play of any hand which may be dealt you, that there is no opportunity of making a particularly correct play, the nature or effect of which a careless player would not appreciate. The credit lies in playing each hand properly. Remember, in the American game, that whist is the game of silence that none may break, and of calculation that none may disturb. Consider that you are one of four who are about to play, to the best of their ability, the most intellectual game in the world. When the trump card is turned, take up your hand, sort it quickly, place the trumps

always in the same relative position, count your cards, think how many and what tricks you will attempt to take. Remember the trump; see what bearing it has upon the cards that you hold, but make no demonstration; hold up your hand; and when it is your turn to lead or follow, cast the card you care to play upon the centre of the table, causing no more noise than it makes in falling.

Watch the play, and remember each detail of it as long through the hand as it is of consequence for you to do so. Discipline and make good use of an excellent memory. You cannot play whist without it. Draw your inferences, as the cards fall, as to what is meant by the play of each. If the card is turned upon your right, generally lead from your strongest suit. The card that is played at the opening of a game, or is the first of any hand, may be specially significant. A deuce of a plain suit proclaims four without the ace; a 9, the k. and kn. without the ace or qu. A trump of any denomination shows strength and intimates good cards to follow. Lead according to the rule that proposes to cover the hand you hold, unless, in your judgment with reference to the result and a certainty as to loss or gain of certain cards, you had best open a different game, in which case you assume the responsibility of both attack and defense. In no wise deceive your partner to his

injury. If you have the game by a certain play, make it, regardless of book or creed. The business is to make the tricks. It is almost useless to add, after all that has been said about adhering in general to the prescribed leads and follows, that it is best to be guided by the rules. When your judgment approves the printed forms (and it almost always will do so when the cards run with tolerable regularity), follow them; when you hold certain cards at a peculiar juncture, of suit and denomination not contemplated by printed directions, or if the books indicate a stereotyped play at such a time, and you have a point to gain by brilliant strategy, let your knowledge of the game, and foreknowledge of the probable consequences of your play, take precedence of book direction. A coup over which Deschapelles exulted was a courageous lead followed by independent, brilliant play.

If your partner takes the first trick that belongs to your side, you are to gather the cards that compose it.

Carefully look for your partner's call at all stages of the game, whenever it is possible he may care to make it.

As carefully note which of the adversaries call, if either, and if the call is echoed.

The language of the lead is to inform your partner of the best suit that you hold, and as

near as may be of the quality of that suit. If you throw k. of clubs and it wins, and follow with 9 of spades, trumps, your partner is by two leads apprised of a powerful hand which asks his assistance, but in no wise his control. In general, having six trumps, lead them. Having five, and probable success in other suits, lead them. Having a long, plain suit, lead from it. Never be afraid of changing suits when practicable. Never care about the matter of holding high cards or low ones; make no comment upon matters beyond your control; never recount what made up your hand. If your partner is a good player, he knows it all; your opponents do not care. Talk over plays that were right or wrong, and give and hear reason. The proper enjoyment of whist consists in doing your duty with what you have to play. Victories won with high cards are cheap gains. If the adversary is exultant in the matter of good fortune, he is an object of pity, since it is *good play* that alone deserves praise.

You cannot play whist hurriedly. You have too much work on hand. Haste makes waste. You must take time for thought of all that is being done. Play deliberately, endeavoring to use no more time over one situation than over another.

Mr. Mackintosh says: "The man who plays with equally quiet consideration the low card or

the high one in its proper turn secures the good opinion of the whole table."

"I wish that you would tell me who of this club you call a prime whist-player," said a visitor. "I want to look upon a man who is exceptional." An introduction was given, and he made inquiry, "Wherein does a man prove his superiority in whist?" "*By knowing what to play,*" was the answer. "Most men at a practice-game say, and at a regular game think, 'I do not know *what* to play.' The true player *knows* what to lead and how to follow. He always has a reason for what he does. He makes his calculations at once upon sorting his hand. When it is his play he is master of the situation, and selects his card and throws it. All the rest of the time his eyes are on the table."

"But does such a man find a mate who can follow him, interpreting what he plays?"

"Sometimes, and when it is not understood, his fine play is of small account. Styles of play are very different, while all at times are given to systematic movement. The English play a game of chance. They trust to 'honours' for a large part of their success. They play a short game and a smart tell-tale game for a purpose. Brilliant play with them is very occasional. We have scope for speculation, and, as cards that do not take do not count, have no fear of losing unless our adversaries' cards are better played

than ours. Whist with us is the great game that it is, because it affords this liberty to players, and furnishes such opportunity for calculation. When a man stands in fear of a proclamation of two or four by 'honours,' he is liable, to say the least, to play a sort of humdrum game to try to gain an odd trick, which after all may be of no service. If you will place the cards of a hand which I will name, and play them by the London mode, and then play them by the American, you will see that one game is a kind of 'High, Low, Jack,' while the other has rewarded your skill in the effort of making the important point. Again, if you will place the cards of a hand played hurriedly by average American players, with four leading ones, you may note that certain tricks will be taken by such adroit manœuvring as would astonish the first set, could they but comprehend the reason for such action."

"But I have heard it said that, with such and such cards held, poor players would make as many tricks as good ones could do. Is it true that two good players opposed to two ordinary ones can make the most points in each game, or only in the long run?"

"It is oftentimes true that as many points can be made by merely throwing down the kings and aces on each side, and letting the small cards come in by and by as best they may, as could be

made when two good players are pitted against two ordinary ones. While the business of whist is to make the tricks, the pleasure of play is in the *manner* of making them. It is true that two good players may not make headway in an entire evening of rubbers against two antagonists who do not know the game. Good players must play against good players in order to make their own game a success. To play against ordinary ones is to play a game of guesswork, for they have not judgment concerning your action, and will trust to luck. The game of whist is only played when the nice points in it are considered, and the satisfaction it gives is in the fact that, in gaining those points, correct and brilliant play is elicited. This is not understood by the ordinary player, and that is why he should study and practice in order to compete. When a man *has* studied and practised up to the point of playing a really fine game, he is the first to tell of his inefficiency in the days when he *thought* he had a knowledge of whist. A great difficulty is experienced by parties who urge their friends to read and study and practice whist. The average player is quite satisfied that he plays as well as any one need to do, and will not work up and out a situation because it takes too long and the drill is uninteresting. His manner of play is well enough for him, but the expert who watches it is as much amused as the accomplished linguist

who listens to the stutterings of a novice in Greek."

If players who think that they know whist, but who do not know what to do at any exigency of the game, who do not know just what card is proper to play and can give no reason for its play, would consider "J. C.'s" statement and resolve to learn in future, the well-laid plans of their fine partners would not so frequently come to nought.

Perhaps there is no more uncomfortable situation than that in which a good player is placed when his designs, well planned by a peculiar process of play, are frustrated through the ignorance of a partner who thinks all the time that he is doing right, and who confidently asserts at the end of a hand, "Well, we made all there was to make out of that. I think we did not lose a trick." There is nothing to be said in reply. It is possible that just as many tricks were made, or perhaps within one of as many, as if the fine finesse had been appreciated, but there is small satisfaction to the keen manager to know that blundering overthrew his work and accident accomplished a plan. This sort of self-satisfied persons one must meet at the clubs and at residences. They admit that whist is a game that demands and deserves study, but they do not even get the laws by heart; and the necessity of regarding the table and not their hand, when

playing, they will recognize no more than they will the direction that would preserve silence while others think. Rules need not be written for these, — they will obey none. If you play with them, you must suffer because of their indiscretion. They should play practice games; but as they are satisfied that they can do well enough and only make occasional mistakes, they will never understand the superior sense of satisfaction that is felt by those who play well. Of course it follows that good players only delight to play with good players; still they must at times make part of an uncertain table, and give and receive as much enjoyment as it can afford. Could it but be made to appear to those excellent hosts who ask you to come and make up a table, that they would be so much more delightful companions if they would but take pains to inform themselves how to realize the enjoyment that genuine whist confers upon its votaries, there would dawn a new era of extension and reception of hospitality.

There are no rules for poor players. They are to become good players by attention to the rules that good players observe, or they are to continue poor players and be classed as such. Nor are there any rules than those already known to good players when playing with poor ones, for they are to do their best to educate the poor ones in all that is correct in play. We recom-

mend practice-games, in which instruction can be given while the hands are being played. They who are not willing to study and practice should not attempt to play with experts. In practice-games the laws of play are strictly observed; those concerning conversation and errors suspended. A good player should never change his course of play established as correct when his hand is assorted, for any vagary of his uninformed partner.

He lowers himself and injures his reputation who falsifies his hand to the opponent's merely because his whilom partner may not understand what is correct. What would be thought of any one of three men who took an ambitious fourth into occasional business council, and who changed his cherished policy of right to the deliberate doing of wrong, merely to keep pace with the action of the uninstructed new comer?

Study and practice are equally required. No man from mere reading makes a player. No man from mere playing makes a player. Men are too impatient, and desire to learn at once. A man may learn the early leads from the book, and put his information into practice. When he has played one half his hand he is ignorant what to do with the rest of it, and the worth of the player is tested more in the management of his last cards than of the first. It is the usual occurrence that, during the play of the last four or

five rounds in each hand, the best players make the trick which they force the antagonists to lose.

It is seldom the case that a hand is held which somewhere during its play cannot assist at a crisis, and he is the good player who does himself justice at such time.

If your partner does you a service, you accept it; if he makes an error, you must accept that also. If he trumps at the right time and makes the game, it is your game and his; if he revokes accidentally, it is your loss and his. You are not worthy to be the partner of a gentleman at a whist table unless, having accepted him, you stand by him and his play. Beside, it is undue interference. If the man knows his business, he wants no reminders. You have no more right to ask him if he has no card of a given suit than you have to ask him to lead you a trump or to take a certain trick. In fact, you have no right to speak at all, and must be fined a point if you do so, in which fine he must share the payment for your folly.

If your partner refuses to trump a winning card, lead him, if you can, a strengthening trump.

Consider the situations of the game in all particulars, and if you want your partner to trump a certain card, force him by playing it. If he does not take the force, but discards, you are in

formed of his strength or weakness, and must avoid another force. It may be advisable to gain the odd trick that he should, as you think, make a trump upon your lead. He will judge his own hand, and perhaps pass, that he may take two, instead of one, or, taking no risk, make sure of one. The number or the value of trumps in your own hand has nothing to do with your action. A good player will see your intent.

Avoid leading from a suit of which both adversaries have none, for one will discard and the other trump, and the drawing of the trump will not probably do you as much service as the fall of the card thrown away will do you injury.

When you return your partner's lead, if you had originally but three cards of the suit (you must have played one, and now hold two), lead the highest; if you had four or more originally, lead a low one. Thus, if you held king, knave, and 7, and took at third hand with king, you return the knave; he knows that you have but one small one, or no more. If you had the 3 beside, return the 3; when you, by and by, play the 7, he knows you have another, and can probably name it. The knave may be most important for him to count upon as twelfth or thirteenth card.

The reason why you play a small card second hand, when holding queen, knave, and two oth-

ers, is that the queen and knave may make, but you play knave second, having but one small one, for the chance of both high cards making is very small.

With ace, 10, and another, second hand, pass a queen led. The leader may have no better than knave, 9, and others, and you hold tenace over them. If it should be that your partner has king, your adversary may make no trick in his suit.

If a low card is led on your right, and you hold ace and two small ones, play a low one, and if knave is played third and queen fourth, and the lead of a low one should again come from your right, you may play the low one with impunity. C. cannot have king or 10, and your partner must have one of them.

Having two or three trumps, in answer to your partner's call, play the highest; having four, play lowest; having five, next to lowest; unless in the two latter cases you have commanding trumps.

Suppose your trumps are six or seven in number, your plain suits, from singleton to long, are made up of impossibilities to take tricks. The English rule says, play a trump: no matter what comes of it, you *must* emphasize that trump possession. Would it not be well to decide, "We want so many tricks; my partner may have such or such a card or cards, I will play

my own hand properly, and call my partner's assistance for the making of our game" ? In other words, consider *this* the proper method of playing whist. In accordance with the hand you hold, play that hand or your partner's. Play for yourself or play for him. Under certain circumstances, and they are not few in number, by the attempt to play two hands you may be confounded. Be satisfied that he is a good whist-player who can play his own hand correctly. Follow the system of mutual coöperation certainly, when in your judgment you esteem it to be best ; but remember that, as rules cannot be made to cover all cases, *that* judgment must be supreme.

What is required by the game of whist, is to make the tricks by most correct play. In very many cases the book leads are right, and you are not unreasonably to play contrary to their dictation ; but do not surrender your common sense to a regulation. A lead may be as grand a coup as a follow, and if you are playing with a man who understands the game, he will not look for set tactics if he knows you capable of ingenious ones. In any event, it may be that you could not so play as to know much of his hand until several rounds. Meantime, you may have lost the advantage that a brilliant play would have insured. He watches each play and all developments, and if you have undertaken a dar-

ing game be sure he will assist you in carrying it on. We know that this will be understood by good players as we mean to have it understood. It will be met by objections on the part of all who play by book-rule alone, and to whom the iron-clad regulations make uniformity of play a necessity. But we present that first a queen, and then a king, and then an ace, the latter. renounced and trumped, while two others, not the best, are retained, does not represent the best part of whist-playing.

Technical "mutual coöperation" means getting out the trumps if you have a number, and telling your partner as quickly and as often as possible what cards you hold. Sometimes it is as creditable to make the tricks by the right use of those cards, not having been at painstaking to announce them.

When trumps are declared against you, discard from your best suit. When your partner has strength in trumps, throw the lowest card of the weakest suit, unless you have command of a suit, in which case throw the highest of that suit.

When your partner has led a king that was taken by the ace, and you are by and by to return his lead, you holding kn. and a small one, play the kn. ; but if C. led the k., play the small one. C. will probably put on qu., and you remain with the best card.

If you have led a small card from qu., 10, and others, and your partner takes with the k. and returns a small card of that suit, you know that the ace is on your left, and play 10, not qu.; for if kn. is in same hand, both will make, but if only ace is there, the 10 will bring it, and leave you in command.

If your partner leads a kn., it is useless to play k. upon it unless second hand has played qu., for ace, and qu. in fourth hand will make at any rate, and you know that your partner has neither ace nor qu.

When one trick is wanted, and you hold k. and two small trumps, do not play k. third hand, unless the ace has been played, but let the trick be taken by last player. Your guarded k. must give you the needed trick.

The law of silence is imposed in whist, that the status of the cards may be noted and remembered. If you lead a small trump, holding ace, qu., and three others, second hand renounces, your partner plays the 9, and fourth hand takes with k., you see at once that your partner has kn. and 10. If fourth hand, now leader, returns the suit to draw two for one, you should play low one, and let your partner take and send you back the kn., as he will see that you want trumps out, or you would have stopped the play with queen, that he knows you hold.

Whist is not unlike politics. Thousands upon

thousands take part in the game. Complications are constantly presented. Few of all the players see the end from the beginning. All are ready to give advice and assert opinions. The contestants are many. The statesmen are few.

American whist stands at the head of all games with cards, because, in the practice of American leads and the newly invented order of suit-play, *each card*, as it falls from the player's hand, conveys information. With his own intelligence he endows it, and it accurately fulfills its mission. This statement will have a strange sound for the man uneducated in the game who flatters himself he can play whist, while he cannot read the language that is spoken by *any* of the cards as they fall upon the table of the club. But it will be understood by the lover and player of the true game, whose interest centres upon the fact.[1]

[1] "Do you play whist, sir?" inquired an individual of most respectable appearance, who, cards in hand, approached a gentleman enjoying his cigar at the rear of the smoking-car. "Certainly," was the reply. "All right. Will you join the table? We want one more." "Do you all play a good game?" asked the gentleman. "Oh, yes; they're all first-rate. We always play on the train, sometimes all the way to New York." "I would enjoy a good game," said the gentleman, "but allow me to ask, as there is a difference of opinion upon these matters, do you play the call and echo, and hold the twelfth and thirteenth for a purpose?" "The what?" asked the puzz'ed applicant. "Do you sometimes finesse ace,

There are two methods, the English and American. The original plan of play for ten points made by tricks and honours has been superseded by these two: English or short whist being played for five points, honours counting, rubber points making; and American whist played for seven points, or all that can be made as the game, honours not counting, but tricks alone.

There are variations and imitations of these, but without authority. A game of five points, honours not counted, is played, and there are several games in each of which some fanciful change is made, such as playing always with the same suit for trumps; or of cutting the trump from a pack at rest; or of putting back into the playing pack the card cut; or of counting the tricks only that are in excess of those made by opponents; or of playing a certain time for the greatest number of points, or of playing for a certain number of points without regard to time, in place of playing a specified number of rubbers, and giving credit to each party for all that is made. All these plans obey such rules as are agreeable to the players who disregard other rules, and introduce new rules or forms of play in

knave, or throw the lead to save the tenace?" "The which?" "Do you make your leads from long suits, and give special attention to the management of trumps?" "Oh! yes, yes! I understand now. We cut for trump, and then chuck it into the pack and deal."

lead or penalty or lack of penalty and do not prohibit but rather encourage laughter and talk during the play, and contention for opinions after it. To all these surreptitious games, which amuse their practitioners, there need be no objection; for though they are called by the name of whist, everybody knows them to be innocent burlesque.

But injury is done by those who pretend to obey the laws of the proper game, and induce players to believe that they are playing that game, although certain rules or leads are changed, nullifying some portion of the correct system. Whĕn these players become members of clubs whose laws are authorized, it is hard for them to unlearn what they should never have been taught.

Whatever card you throw upon opponent's play to inform partner of your holding is not a false card, though it may be the higher of two or more. For instance, you have turned the 10. On D.'s lead of ace you play qu., informing partner of eventual control. Or your partner turns qu. D. leads ace, you hold k., kn., and one small, and play k.

Be very careful not to confound good second-hand play with signaling. The trump signal is not used except for special reasons.

If the deuce of a suit is originally led, the ace is not held.

Care must be taken in the play of long suits held between yourself and partner. It is easy

to see that, trumps exhausted, if you hold ace, kn., 5, 4, 3, 2, of a suit, and lead ace, upon which opponent's k. and qu. and partner's 7 falls, you must next lead the 4, retaining kn., since partner must have 10, 9, 8, and 6, and your deuce will make the extra trick.

But if you hold ace, 7, 5, 4, 3, 2, this is not so easy of accomplishment. Partner will then hold kn., 10, 9, 8, 6; and if he does not first play 8, and retain the 6 to give you, a trick is lost. This is specimen play of frequent occurrence with suits less numerous.

It is not good play to lead originally from three of a suit. It matters not what cards are held. Whatever they are, they should be played to the best advantage. A hand composed of qu. and two small, kn. and two small, 10 and two small, and four small trumps, is not calculated for trickmaking, but it may assist in making tricks. The proper lead is the smallest trump. Any other lead is deceptive, and in no wise strengthens the partner's hand. The trump lead may not be of service, but it informs that it is one of four.

Your partner, upon the opponent's lead of trumps, will not by rule show his number. If, therefore, he does echo the call or play, lead him your best trump.

Do not unguard the k., and do not blank an ace.

Never hold up reëntry cards when you have nothing to make after their play.

When leading trumps for partner's benefit, not having one of his suit to give him, lead the highest and put him in possession of the after-play.

It is unwarrantable play to throw the highest cards upon partner's low lead of a suit not known to be the opponents' when they have shown great strength in trumps. "We must get in what we can as quickly as we can, because they hold the power," is false in theory as in practice. If they have trumps, they are not also likely to have high cards in suits. If you part with your best cards in suits, they make all the lesser cards of the same suits when you are powerless. As an example: you hold ace, qu., and 10 of a plain suit, and your partner has master cards in another suit; while in the third plain suit, and in trumps, the adversaries have all the power. You get the lead, and as you know that your suits are eventually to be trumped, and you must get in what you can and as soon as you can, if you play your ace which takes, and then lead a card to your partner, he takes two tricks. Instead of three, you should have five. Instead of the ace you play for partner, then he plays for you and you finesse the 10, you lead back to him, he takes and leads again your suit, you win with qu. the trick; then play your ace, and the k. that is held on your right falls.

Columns of English newspapers have been appropriated to the argument, pro and con, as

to the punishment for the showing a hand by a player. Says the "Field:" "A player may expose his entire hand, so that all the others can see it, without a card penalty." And this he can do with willful intent and not be blamed; while if he should throw two cards at once upon the table, his opponents insist on satisfaction. It is not very strange that such opinions are laughed at. Of course, when a man shows his hand he exposes it, and we should fine him a point for every card that he improperly or accidentally shows. A man would not be played with here who should repeat the intentional showing. If the London clubs would dismiss a player who so purposely offended propriety, the rule might stand; but they are said to tolerate such conduct on the part of men who "define well the interest" that they take in the game.

The following specimen of fraudulent intention Cavendish styles "a very clever thing:" "A. once did another very clever thing. He became a member of a play club where there was a by-law that, if honours are scored in error, the adversaries may take them down and add them to their own score. As a new-comer he was courteously informed of the existence of this by-law. 'Excellent rule,' said A., 'capital rule,' and sat down to play. After a hand or two, his score being three to love, he lost two by cards, and observed smiling to his partner, 'Lucky!

we just saved it.' The adversaries, concluding from the remark 'just saved it' that they were four, marked four without further consideration. But as soon as the score was marked, A. innocently inquired, 'Were you four by cards that time?' 'No, two by cards and two by honours.' 'Honours were divided,' said A. blandly, and so they were. 'I think you have a very proper rule here that under these circumstances we score two. Partner, mark a double.'" A pleasant little cheat worthy of old Fagin. They call this playing whist in London.

People in general entertain strange notions concerning whist. Many say, "Oh, I don't know much about the game. I only play for amusement. You must not expect me to know about it. I have n't the time." As well to say, "Oh, I don't know much about the meaning of words. I only read for amusement 'Ivanhoe' or 'Middlemarch.' You must not expect me to understand them. I have n't the time."

If a man, who did not know how properly to sound a note, was asked to sing Schubert's "Wanderer," would he accept the invitation? If he did accept, would his singing be a success? But he daringly takes up thirteen cards, each one of which in the great game that he essays,

> "Though it have no tongue, will speak
> With most miraculous organ,"

and does not understand which is the proper one to play. Consider the situation.

A gentleman writes: "It has been said that no man can appreciate the beauty of whist but the first-class whist-player. I really liked the game, as I once understood it, and had plenty of fun in taking tricks with the big cards, which somehow I almost always had the good fortune to hold. I had among my friends quite a reputation as a player, and we used to sit and do away with the aces and kings, and queens too, when these latter would run without being trumped, but always exclaiming at our ill luck when such catastrophe happened. One rainy day last winter, two gentlemen were introduced to me at the hotel, and I proposed, as an after-dinner amusement, a game of whist, naming my soon-to-be-obtained partner, and jocosely telling them we would show them a little about the game. Our aces and kings, very seldom our queens, and never any other cards that I can remember, took a few tricks, but 7's and 5's, and even 2's, called at the last of nearly every hand for what we had, and thought of value. I was never so bewildered about anything in my life, and so vexed that I would not ask for an explanation. But my partner did, and we were told of long suits, management of trumps, and the value of the eleventh card. I remember to have said, 'Why, then, it seems my partner and I have n't been playing whist at all,' to which I received reply, 'No, sir; you have been playing pictures.'

. . . I wish you to send me such books as I can read to advantage, for I hope in time to be of those who 'can appreciate the beauty of the game.'"

The good player, seated with an ordinary player as partner, is constantly misunderstood. When the first four cards have fallen, the good player has drawn his inference concerning the suit. When the next four have fallen, he almost knows where are the other five. By and by, it may be, he leads one of these. A good partner would know why, and also understand location. But the mere appraiser of so-called royalty will usually frustrate his intent. At such times the odd card, all arranged for, is put beyond his hope; and, at the close of the hand, his partner, innocent of having defeated a well-laid plan, will say, "I don't see how we could have played any better."

While the opportunity of playing the grand coup occurs to an individual player but once in a thousand or more rubbers, the chance of throwing the lead, parting with the proper card, giving advantage to partner, or forcing a lead of the adversary, occurs in almost every hand. A. had the 9 and 5 of diamonds (trumps). The trumps were all out but four, and A. knew that C. had the 7 and 4. He also knew that C. held the 10 of clubs, of which he had the twelfth card, the 8. The score was 6 to 6. Each party had five

tricks in this hand. A careless player would have thrown the highest trump, and lost the game. A., throwing the lead and forcing the play, makes the odd trick.

Ordinary players are desirous to go on with play, and jump conclusions. "Don't stop now to explain that; we have n't time; go on with the deal." That man will never make a whist-player. He is like the boy who, when he meets a word that he cannot pronounce or does not understand, skips it. Whenever he comes to a hard place he will play "something," and trust to luck. Did he but know that the beauty and worth of the game lies in knowing just what to do at those trial times! but he will never know it.

Your partner's hand and your own are to be played in common, as near as may be, and, if you have not strength to maintain independence, to ascertain how you can be of service to him is of the first importance. Let us take an example, to ascertain what would be the value, in the regard of a good player, of a hand easily condemned as worthless by those who must hold high cards in order to have their interest enlisted. The score was 6 to 6. D. dealt, and turned 9 of clubs. A.'s hand was 10, 8, 6, 5, 2, hearts; 7, 4, 3, spades; 4, 2, diamonds; kn., 10, 8, clubs. A. led properly the fourth best of hearts. B. took with qu., and led the 5 of clubs. D. played 7,

A. 8, C. 2. A. led kn. clubs, C. 3, B. k., D. 9; B. ace clubs, D. qu., A. 10, C. renounced. B. led ace hearts, and his two trumps gave him the odd card. B. knew that A. led from his long suit, and dared finesse, but not return the ace. He also knew by A.'s play of 8, then kn., that A. had no higher than kn. in trumps, and that he held the 10. If A. had argued, "I have no cards that are worth anything, it matters not what I play," he would have found the diamonds on the one hand, and spades on the other. D. would have thrown his last heart on his partner's play of spades, and trumped the heart led him for that purpose, making the odd trick and game, in place of losing both.

A. and B., 6; C. and D., 5. Eight rounds have been played. C. and D. have six tricks. A. is to lead from 7 and 6 of spades, 10 of hearts, and 9 and 4 diamonds, trumps. Now, as A. says, C. and D. have all the luck, and it can make no difference to him, A., which of all these cards he plays. There is a higher trump than his somewhere, and the sooner he gets rid of these small cards and has a new deal, in which he hopes for aces and kings, the better. Of course this game is lost with his little cards; he can do nothing to prevent it. By the score, if he consulted it, he would see that he wants all these tricks to make the game, but he does not know that by his proper play he makes a

coup far more complimentary to himself and his partner than was effected by the taking by high cards of his two earlier tricks. He leads the 4 of diamonds to call down the last trump; then he can trump a club if it is led to him, and that may keep the others from going out, and, as he says, is all there is in this hand. He is surprised to see his partner's 10 fall on the 4. His partner leads ace of spades, and then a club, that is trumped by A., who then leads the other spade. The k. is played by C., who leads ace of hearts, and the game is won.

Now, let us put the cards in master hands. A., knowing that B. played kn. second when led as C.'s best suit after clubs had run, plays the 7 of spades. B. finesses qu. and returns ace, taking k., then leads a club, which A. trumps, knowing, as he should know, that B. held the other trump and no heart. A. leads the 10 of hearts; B. trumps, and returns clubs, but not the best, which A. takes with last trump, and A. and B. win every trick and the game.

Be very careful about your second or third hand play when long tenaces are over you at your left. Thus, holding qu., 10, 4, play 10 and draw k. If fourth player holds ace, k., and 8, and is obliged to lead, you make the qu. If you play the 4, you lose all the tricks.

Look over good players; but though in liberal Clubs the liberty may be accorded you to see all,

see *but one* hand during a game. You cannot trace the action of a single player, if curiosity to know more of the condition of things than he does induces you to ascertain the situation of other cards than he holds. The law that governs a proper table will allow you to see but one hand, for the reason that bystanders, passing about behind the players, may confuse their game. Watch the one play, and try to understand the reason for it in detail. If you do not understand, ask the player, after the hand is played, to explain. There is no good player who will not gladly give explanation.

Be punctual to the instant in an appointment for whist. Remember, if you are fifteen minutes late, it is not the loss of that time for which you must apologize, but for the loss of the forty-five minutes of the time of three other men.

Whoever would like to talk but a little, even, at a whist table, must recollect that whatever he would say can be reserved until after the hand is played, and that, though one only speaks, three hear, and each of the three must be more or less disconcerted in his own plan of calculation.

Your partner has turned qu. When you lead a small trump to him, he takes with kn. and returns the 3. How many trumps, at least, has he? Suppose he takes the qu. and returns kn., how many trumps, at most, has he? Suppose he takes with ace and returns k., how

many has he? Suppose he takes with k. and returns qu., how many? If he takes with qu. and returns k., how many?

When trumps are out, or all that are in play are in your partner's hand or your own, it is known that the play of an unnecessarily high card, and then a lower one, does not mean a call for trumps, but it does mean that the party so playing has good cards in that suit. For instance, hearts trumps, and exhausted; your partner plays k. of clubs, you 7. He follows with ace, you play 6; he knows you have the qu.

In shuffling, one of the best modes, usually called the whist-shuffle, is to throw a part of the cards from the right hand among the rest of the pack in the left. Care should be taken that none of their faces should be seen. Never stand a part of the pack upon the table and force the rest down into it; by so doing you cut or turn the edges.

In dealing, keep the cards level in the hand from which you deal, and point them downward when thrown.

In the library or drawing-room a table is made, and A. says, as he looks over his thirteen cards, "I declare I don't know what to play;" and B. responds, "You would if you had *my* hand; it 's awful;" and C. says, "Well, play *some*thing; I can follow suit to *any*thing;" and D. groans, "Yes, give us something. I want to get through

with *this* hand." Not one of the party happens to hold three aces, three kings, three queens, and four trumps, and is not satisfied. They do not think that among them is distributed all the cards there are, and that it is by the best use of such as each may chance to hold, the great game is played.

A literal sequence may be of two cards, but in whist parlance it means three or more of value consecutive, either of which can be taken only in its own suit by a card higher than the highest of the three.

The leader must play coups as well as the follower. Brilliant play is well-judged digression from routine play. It is the partner's business to watch for and interpret this. The gain that is worthily made is made by skill. The tricks that are made by calculation denote the player.

Independently of the fact that a lead from a long suit is better than one from a short suit, because it informs your partner, your own hand is benefited by such play. Suppose you have ace, qu., and 4 of hearts, 10 and four small clubs, ace and two small spades, trumps, and qu., kn., diamonds. If you play the fourth best in clubs, your hand is intact for use in all the other suits. If your partner plays qu., holding k., and D. takes with the ace and leads a diamond, his long suit and your short one, your kn. may take a trick, or pave the way for the qu. to do so, although you have but two.

To the practice of "calling," objection has been made because it is said to be a signal so definite. It is no more so than many others. Whist is cards at conversation: *they* speak, not the players, except through them. When an ace is thrown away, it says: "The king and command remain." When a knave is thrown second, it says: "The queen wants the next trick, if you take me." The call and the echo are proper plays, informatory to all, to be obeyed by one party and resisted by the other. The call is easily learned, and is more common in practice than many whist signals. It is more abused than many. Some parties in its use cannot avoid, as it would seem, accompanying the making it with an earnestness not attendant upon any other play. All this is wrong. The partner sees, and knows, and remembers what is played quietly; the better the partner, the less necessity for affronting his common sense. The call is made not only at the beginning of the play of the hand by the fall of an unnecessarily high card among the lower ones, and then a lower, but it may be made at any time during the hand, and by cards of any denomination. The qu. and then the kn. upon a lead is a call, as well as the 3 and then the 2; and the discard is equally effective. A 5 thrown away, and then a 4, is a definite call or echo. You signal in one suit for the play of another. Certainly,

for if it was *that* suit which you wanted, you are playing it now, and may throw what card you please. You ask for trumps, having many and wanting advantage. Your adversaries are not deceived. It is a signal that requires two rounds to complete. You read other signs in single plays. If you play a k., and change the suit, the inference is you have ace and kn. If you, second hand, have a knave and 5, you throw the kn., hoping that the leader will change his suit from k. led. The playing of a high card in such manner, and afterward the lower card, gave rise to the general admission of the trump-call tactics.

A false card is a card played that deceives the partner. It must not be confounded with one that is merely irregular in lead or follow. A discard that *may* be made instead of one that *could* have been made is not necessarily false play. Coups are always irregular, but they are not false but brilliant variations from routine. If second hand plays ace, holding k. upon a small card led, he plays a false card; but if he throws away an ace, retaining deuce of the same suit, he does not play a false card. If a player leads the 10, holding qu., kn., and small cards, he plays falsely; but if he leads the 10, holding ace, k., and others, intending to draw any three cards and to hold control in order to make his long suit, it is not a false card.

Perhaps there will be some difference of opinion between players about deep finesse and the forcing of partner when weak in trumps. But there need be no question in the mind of any strong player holding the tenace and other trumps as to the propriety of deep finesse in a plain suit, that if unsuccessful throws the lead; or of giving partner an opportunity to make a card of his best perhaps his only suit, before he hurries him to trump a low card, necessitating a return lead that cannot probably be made to the best advantage. It is one thing for A. strong in trumps to lead to B. the suit of B., when B. is weak in trumps; but it is quite another thing for A. to force B. to play a small trump, and then have B. lead to A. the best suit of B. But the best mode of play is for the best players to adopt; and they will not be influenced by haste to force a trump when by care they can promote a much more satisfactory result.

Cases are exceptional where leads from short suits, because of calculation as to result, can be proper. But such cases do occur, and it is keen judgment that readily appreciates the situation, and dares to throw the lead despite the rule. Grand coups deserve no more credit than grand leads. A brave player in certain cases takes the responsibility of the game from the start, and, if he has a good partner to quickly read his mean-

ing and to assist him at any sacrifice, he will win by a series of brilliant play that would electrify a mere follower of book-rule.

Play over illustrated games, and note all the explanations for their conduct.

"Study all written maxims with the cards placed before you in the situations mentioned." — MATHEWS.

You will not hold the same hands at the table in regular play, but you will meet with situations similar.

"When a player has committed a series of puerile mistakes during a rubber, every one of which is referred to as bad play in whist books, and then announces with an air of triumph that he never read a book on whist in his life, it is rather disappointing for his partner to inform him that his style of play indicates the fact." — DRAYSON.

In the overplay of the hand, see if you can improve upon the play of partner or opponent for reasons that either might have had, governed by the knowledge of the play as it progressed.

It is not well to lead trumps from an utterly doubtful suit of trumps. For instance, holding k., kn., 7, 4, or qu., 10, 6, 3, better lead a plain suit, for you may lose every trick. In this matter of trump-playing, regard must be had to the fact that in short whist there is always place for the ascertainment of honours; but *you* are obliged to make points. And the number of

points that you have to gain gives freedom for finesse.

The call from your partner to you or by you to him for trumps is by the play of an unnecessarily high card upon a plain suit led, and after, a lower card, or by the discard of a card higher than that afterward discarded. The echo is made by the same mode of play. If you have five trumps and not ace, k., at the head, you lead the fourth best as in plain suits. If your partner has four trumps, he makes it manifest, unless he takes the trick by the throwing of a small one, and after, one smaller. If he takes the trick and then plays a very low trump, you may infer that he had four originally, or that he has no more. The proper leads of trumps have been given. Should you lead a low trump through k. or qu., turned on your left, and your partner takes with kn. or 10, having but one more, he may not return the lead. You then have it at option, upon obtaining the lead in a plain suit, of playing again either through the turned trump or of attempting to take it.

No man takes up twice the same hand, perhaps never takes two hands that have close resemblance to each other, save only in the numbers of the cards that form the respective suits. Leads may be ordained for him, but by and by, as the hand is being played, there comes a choice between what is most proper to be

thrown. The good player is conspicuous here, and his action must be read and understood by his partner. What made Deschapelles "the finest whist-player beyond any comparison the world has ever seen"? The doing of those strange deeds of finesse, to the depths of which no book logic can reach. His was a brilliant, daring game. As the position of the cards developed, he planned for their fall. The platitude of an ordered game was not for him. Let us have an illustration. Lecon., p. 22: "Seven rounds were played. It was his lead, and he held tierce to a king in clubs, the 7 of spades, the queen of diamonds, and the last trump, a small heart. He must have all the tricks. The king of diamonds was with his adversary. The king and queen of spades had both been played and made by his left-hand opponent. The 10 and another diamond were with his partner. Four spades were out, and the two highest must be with his partner. Clubs had been played but once, and the 10 had taken the trick. The book-player, if indeed in his monotonous following out of suits he could have arrived at such a crisis, would play the knave of clubs, and if his partner played properly he would have won the game. But Deschapelles threw the trump. On it his partner, who saw that the club sequence was the cause, played the ace of clubs, and Deschapelles read the reserved tenace in his hand.

He led the spade, which was taken, and the ace returned by his partner. Upon that he threw the qu. of diamonds, and to the 4 of clubs next led he played the knave, and then the king and queen."

It is the *manner* of play to which we call attention. Men must remember and must plan who play with such as Deschapelles. The details of whist are not microscopic but kaleidoscopic, and the illimitable changes must be noted as they go. A sketch of one of Deschapelles' beginnings follows. He held: —

Ace, king, 9, 3, *diamonds*,
King, queen, 8, 6, *clubs*.
Ace, 7, 4, 3, 2, *spades*.
8 *of hearts turned to his right.*

He led the king of diamonds, which took; then the king of clubs, which took; then ace of spades, on which his partner threw the king, and Deschapelles at once followed with the 3. Where is Mr. Pole with his "theory"? What shall Cavendish and J. C. say to this? "Avoid changing suits." "Never force your partner if weak in trumps," *and he had not one*. At our imitative English short-whist clubs, the ace of spades would have been loyally played at first; then, frightened by the fall of the king, the leader would have thrown the king of clubs or king of diamonds, that suit to have been

kept uninterrupted so long as he had to lead it. B. (Deschapelles' partner), holding queen, knave, and 10 of spades, took with the 10 and led a trump. Three points were required and made, the last trick taken by the queen of spades. There is more of life and interest in such a game than in an hundred that plod on with three cards in succession of a suit until it is exhausted, and the thirteenth held to come in after the trumps are out.

In the main, the counsel is wise that advises the fellowship of the hands, and the adoption of the long-suit lead. But the brilliancy of whist is manifest in its independent play. One of the most accredited plays of Deschapelles consisted in trumping his partner's trick, and sending him back a card to take at highest cost. Another advantageous play, to which his own name was given, was made for the purpose of throwing the lead with the highest card of a suit, to be taken by an opponent with one still higher. But the great player did not violate principle in the least. It may be said in reply that he combined the interest of his partner's hand and his own for the most favorable results. So he did, but it was by the performance of a deliberate, venturesome act, for which a "theory" that proposes to regulate play furnishes no explanation.

An individual theory upon any subject-matter may be advanced. It is Mr. A.'s or Mr. B.'s

opinion : each man may have his own ; it is his privilege of speculation. The *modus operandi*, or "theory," as it is called, of some principle as exerted in a certain direction, may be named as in accordance with or opposed to action taken by agreeing or discordant "theories." But the theory of a science, an art, a creed, or a game means, if it means anything, an embodiment and exposition of all the laws and principles which direct and govern its practical administration. The theory embraces maximum information. When we tell of the theory of a subject, we mean its underlying principles and all the wealth of its understanding, its value morally, religiously, intrinsically, as an art, belief, or science. It is an easy matter to construct a so-called "theory ;" easiest when there is little opposition to recognized assumptions. A man may be at much painstaking to transmute accepted regulations into discriminating statements, and call the result a "theory." "But a person who uses an imperfect theory, with the confidence due only to a perfect one, will naturally fall into an abundance of mistakes ; his predictions will be crossed by disturbing circumstances, of which his theory is not able to take account, and his credit will be lowered by the failure." Dr. Pole's "theory" declares that two hands *shall* be combined and treated as one, but as practically that is impossible, unless the individual

plays a dummy game, the positive declaration is not important. The nearest approach to dual tactics that fact will allow is in the gradual revealing of the situation of unplayed cards. Again, this "theory," trenching upon practice, may insist that the lead shall always be from the longest suit, in order to aid the theoretic idea of combination, but the ingenious player, choosing to reserve his strength, may win by practical management of which such "theory" does not dream.

The "fundamental theory" of music is found in the knowledge of harmony and melody, not in the employment of a certain scale, upon whose octaves all order of expression must be written. Heat is convertible into mechanical energy, but the manner of conversion is not the theory. Steam in theory is elastic, but the available plans for its use by Watts were but the elicitation of theory. The theory of life does not consist in giving instructions how to live, but in presenting the principles upon which instructions are to be founded. The instructions may at times be incorrectly drawn, and are susceptible of change, but the theory is immortal.

A theory is in no wise to be changed by practice. The "theory of play," or, what is better, the theory of rule of play, is quite another matter. If it be argued that the attempt shall *always* be made on the part of each player to play

his partner's hand as best he may in common with his own, and that, in order to a mutual understanding, the long-suit lead is proper, that is A.'s or B.'s plan to insure the most tricks, and is a regulation for the game in practice. If this were all, if this were the "*fundamental* theory" of the game of whist, wherein should we have brilliant play that might at any moment sacrifice partner and rule? What need of laws for practice, honoring principles, if theory were satisfied by the obeyal of but one? Is not theory the sum of principles to be applied, and practice the manner of application?

The misapprehension of terms is shown by an anecdote of a financier, who explained to certain capitalists that in a contemplated venture they could not make money beyond the expenditure. "That is all well enough theoretically," said one of the parties, "but how is it practically?"

"Practice," says Sir William Hamilton, "is the exercise of an art or the application of a science in life, which application is itself an art, for it is not every one who is able to apply all he knows, there being required over and above knowledge a certain dexterity and skill. Theory, on the contrary, is mere knowledge or science. There is a distinction but no opposition between theory and practice; each to a certain extent supposes the other. On the one hand, theory is dependent upon practice: practice must have

preceded theory, for theory being only a generalization of the principles on which practice is founded, these must originally have been taken out of, or abstracted from, practice. On the other hand, this is true only to a certain extent, for there is no practice without a theory. Theory is simply a knowledge of the principles by which practice accomplishes its end."

The question that is sometimes put, What is the theory of American or Standard whist? is not improper or unexpected. Whist is a partnership game at cards played in silence, in which, more than in any other, intellectual acumen and the use of memory are demanded. When converse during the play is denied; judgment exercised as to what course of play will win the largest number of tricks; skill shown in determining how best to act when written regulations, not laws, are disregarded, as well as how to act in conformity to rule; observance made of routine and departure from it; inference drawn from, and reasons assigned for, the player's action; and honorable conduct assumed throughout, — the theory of whist is expressed in practice. When it is stated that these principles and the decrees that govern practice must be obeyed, that partners shall enjoy their interests in common and agree to conditions that are just, its theory of law is written. All minor exposition of principle in play is recital of its deeds.

Whist is eminently practical, following intellectual guidance, but not submitting to autocratic rules. Whist theory announces the existence and knowledge of a game whose value by mental application can be ascertained, and the fundamental principles upon which the management of that game is to be conducted, to which the players must conform, and not the regulations for its play, which, though generally adhered to, may at times be disregarded. The rules are not a part of the theory, since *that* can admit of no modification. The theory, the principles, the laws, must not err in any particular. The rules that are for practical use are at the mercy of the judgment of the player.

The table at American whist is matter of agreement. The players decide how they will play. The table at short whist is seldom arranged as the players themselves would have it. The table at American whist is seldom arranged otherwise than as the players desire. It is customary at an American club for two players to challenge other two, or for four players to form their evening game. There is no cutting in at this table, and no admission to it save by agreement. If there were no denial to the party who does not know the game, when would four persons who *do* know it be sure of an opportunity for playing it? Courtesy? Yes, at certain times and places, when proper to be

extended. But the one fact exists and rules, to make the difference in the practical play of the two games. In the one, the discourteous man has the chance to press in, whether prepared by knowledge of the game or not; and by the rules it is discourtesy on the part of four men to deny the one man the privilege of inconveniencing them all. In the other, there is no understood reason why four men should be considered as the possessors of no rights because one man supposes that his will should be paramount. It is a very simple matter for men who desire to play whist with good players to accomplish their wish. Let them study and observe and learn. It is with whist as with mathematics. The man who never heard of Euclid may not hope to sit down with professors.

Cavendish, who is truthful in his statement that long whist is preferable to short, and who says "a perfect game ought to excite such an amount of interest that it may be played for its own sake, without needing the stimulus of gambling," asks this question: "If the game is sufficiently interesting to keep the players pleasantly occupied, and to afford material for innocent and healthy enjoyment, why play for a stake at all?" and adds, "None of the quoted writers have answered this question."

When we consider that all his "quoted writers" agree in their preference for the short

game over the long one, "because money changes hands with such increased rapidity," we very naturally conclude that some time will probably elapse before they *will* answer the question. But we on this side of the water can make reply that there is *no* reason why intelligent men should play for money, but that, on the contrary, the game that forbids its use is considered by those who play it to take precedence of any intellectual recreation in the world. In it the cards are made to represent ideas, occasioning its results to be victories of calculation. Chance, however, has its frequent opportunities for baffling the skill of expert adversaries; but the holder of master cards must see to it that he uses them all to the best advantage, for the gain to which accidental possession promises insurance is liable to the subtraction that ingenuity may compel.

There is a story told in detail by one of the best players in America, that enlivened one of the great clubs of New York, and that is said to have induced several prominent men of that city to study whist. We give a portion of it in the narrator's words: "I visited the rooms of the officials at the Grand Station, and was introduced to —— ——, a railway magnate. My business over, and copies of my papers made by one of the swiftest of stenographers, I took my hat from its place with others that were in a

line, and said, as I was making sure that I had the right one, 'Yes, this is mine; it was at the head of the sequence.' 'Do you play whist?' 'Sometimes.' 'Do you play well?' 'I am trying hard to do so.' An appointment was made. . . . My partner was the gentleman of whom I have spoken. We played against two fine players, one of whom (we will call him C.) had never before met either my partner or myself in the game. We were successful, having made in the course of the play some very good, even notable, strokes, that between the deals were freely discussed. At lunch, C. said to me: 'You beat us. You hurled railroads at us. I am not in the habit of playing with men who handle cards as they do great properties, and yet those are the very men who can understand the game of whist.'"

The laws of American whist are few, for much is assumed to be done upon principle that needs no direction. The cards having been dealt, it is customary for the first player to wait until all are ready and then make his lead, after which no word passes between the players until the last card of the hand has been thrown. If in the course of play a card is thrown out of turn, the offender takes up the card, and the proper person plays. At the close of the hand

the opponents take a point as penalty for the accident. In case of revoke, the party offending suffers as in original whist, — three points, or three tricks. No interruption is caused by a spoken appeal or reminder: such offense is punishable by the loss of a point. The consequence is, as may readily be imagined, that the charges for revokes and playing out of turn are very occasional.

The matter of how much time is required for a rubber is of not the slightest consequence. A game or a rubber is merely a stopping place, a halt as it were. You may make changes there or continue. A very long rubber is preferable to a short one, because there has been so much more opportunity for play before the making of a record. In English whist, the quicker the rubber is over, the better; everybody is in a hurry. In American whist, a rubber occupies from one to two hours, and the play is discussed after each hand played. Therein is the interest. Sometimes the hand is over played and analyzed. It is a game of enjoyment because of painstaking.

It may happen that the original lead of second, third, or fourth leader had best not be of his own suit. For instance, A. has led a small club, on which B. throws the 8, and D. takes with the 9. D., holding no suits for declaration, plays the 10 c. through the strong hand. Or B. may have but

ace, k., and taking with ace may play k. Or C. may play qu., D. may be forced to play kn., and C., strong in trumps, may lead a low card back for D. to trump.

Again, it may be that the best original play third hand can make is to return a low card of the suit originally led. Such course may give first player the most proper information.

It is more difficult to order the second lead than the first. Usually, for instance, holding five after the play of ace, fourth best is played. But much depends upon the fall of the cards as well as the condition of the leader. It may be ace, kn., 10, 4, 3, are held. Ace is led and the 5 and 2 fall, partner renouncing. The 10 and not the 4 is the proper lead. Or, it may be, second hand may throw qu. on ace and third hand k. The kn. is then the proper play.

It is well at certain times for a leader to retain a strong trump suit, leading a card which does not deceive from a short suit. But it is not well for a player to hold his trumps merely because he has many. If he says, "I play from three trumps, or from four, but holding five or six I lead a plain suit," he virtually says, "I play for my own hand, though it bankrupt my partner."

We have said that the lead of qu. at head of three was not a strengthening play. The lead of kn. at head of three not the 10 and 9 is one

of the worst of leads. It signifies nothing and avails nothing.

While the 9 led to designate k. and kn. held is one of the best leads that can be made, yet that combination, led up to with small card by partner, is one of the most ineffectual. Finesse should not be made in it. Play the k., and if it takes return the kn. Of course if partner leads the 8, play a small card, for he must hold ace, qu., 10. If strong in trumps take with the 9 and play a trump. If you pass the 8 and he is strong in trumps, seeing the situation he will play his best trump.

The assertion is made that it is not always well to lead from the longest suit. The best whist does not consist of merely the getting out of trumps, and making tricks with four or five or six cards of a plain suit. When it can be done, it is proper enough for trickmaking, but only the fortune of the cards confers the privilege. Better play can be made by management of short suits, when no long suit but that of trumps is held. If the trump suit had best be led up to, and, by a short suit lead which does not deceive the partner, the player can compel such play, he may make his tricks in very proper manner. Suppose the original leader to hold qu., kn., 10, and 2 of hearts, k., qu., and 3 c., and 10, 7, 6 4, 3, 2, d., the k. d. turned. His best lead is the qu. h. The lead of the 4 d. may ruin his partner's hand.

Suppose he holds k., kn., 9 of spades, two little hearts, two little clubs, and six trumps headed by qu. not in sequence, the 9 of s. is his best lead. If, however, he has kn. and two low spades, qu. and one low h., k. and one low c., and six trumps of whatever quality, he should lead a trump.

The mistake of holding up the trump because the leader has no suit is most frequently made by ordinary players. Trumps are led originally for one of two reasons: (1) because the leader is to have benefit from their exhaustion, and (2) that his partner may be assisted to make his suit. Whenever a player, therefore, leads from a short suit for no other reason than because he holds several trumps which he declines to play, and especially when by such lead the table is deceived, he proclaims himself unreliable.

Playing up to the weak in trumps, and oftentimes in plain suits, may be the best order at a certain time. A. leads the 6, C. trumps. C. throws the 2, B. the 9, and D., holding ace, qu., 10, 4, takes with 10. D. should at once lead back the 4. Or A. leads the 7 h. C. throws 3, B. 10, and D., holding kn. and 6, takes with kn. D.'s next play should be the 6.

Whenever the partner holds the remaining trumps, play to him your best cards, regardless of tenaces. At such times never speculate nor finesse.

Players who advocate the turning of the trump from the still pack give two principal reasons for such action: First, that the best whist may be played if no card in any hand is known; second, that the trump card may not be played through. Elsewhere, p. 131, we have alluded to this matter. Perhaps it is better that some one thing should be known at the beginning of play; and secondly, upon the discovery by play that would most probably be made, a high card of any suit in any hand is liable to be forced. At any rate, there is enough for the original leader to consider, although he begins having knowledge of one card that is held by his right-hand opponent. The trump card turned is, as it were, a kind of regulator, and the advantage of knowing what it is, is shared alike by every player and in regular succession. The practice, therefore, of turning the trump from the active pack is not detrimental to the interests of the best game that can be played.

True whist is the development of calculation. He is the best player who looks into the future of the hand and makes his gains on the errors of others, or compels the play of the opponent. To give a trick and throw the lead to make two tricks for the one given is worth more in play than to take ten tricks with leading cards. The score that is made by master cards is of small account; the score that is made by quality of play is of great account.

To show how little persons who play what they call whist know of the game, we will suppose that A. holds k., kn., 9, 8, and 4 c., that C. holds qu., 10, 7, and 2 c.; that B. has no club; and that D. has ace, 6, 5, and 3. A. leads the 8 c. C. follows with the 2 c. B. trumps, and D. plays the 3 c. B. takes up the trick and leads. Every one is satisfied, and no one knows that he is not playing whist, and yet *every* player has played wrongfully. A. should not have led the 8; but if he did lead it, C. should have played the 10, B should not have trumped, and D. should have thrown the 5. Every good player will understand the analysis.

Once more, A. holds k., kn., 10, 6, 4, and 2 h., trumps. C. has the 9, 8, 3, B. the 5, and D. the ace, qu., and 7. He plays the 6 or 4 or 2, C. plays the 3, B. the 5, and D. the 7. C. played wrongfully, but A. has thrown away a trick. Here again the whist-player will know that the kn. was the correct lead, no matter what partner may hold. These instances of wrong play, so far from being occasional, are constant, correct play being unknown to the general player.

Probably in nine hands out of every ten that can be given, the man who thinks himself a whist-player, but who is not such from study, will lead and play one half the cards he holds improperly. We will add the hand that Cavendish gives: ace, k., and qu. s., 8 c., ace, k., qu., and 3 d.

(trumps), and 9, 8, 6, 4, and 3 of h. What man who does not know the principles of whist would properly lead the 4 of hearts?

We do not admit that there is a valid excuse for the play of false cards. If you hold qu., kn., and a small card of a suit, of which your right-hand opponent leads the 8, and you argue that qu. and kn. in your hand are equal cards, and play the qu., you have deceived your partner, whom you lead to suppose that you have but one card beside qu. played, or that you have k. and another. You have certainly told him that you have not the kn.

Trumps should always be placed by a player in the same relative position in his hand, perhaps at the extreme right or left. Good players have enough to do to attend to their own hands and to watch the cards as they fall, and are not guilty of espionage. But it will be impossible for any player to ascertain the rank of trumps in any other hand, as they need not be disposed according to rank, or to determine how many are held, as there is no visible dividing line between the cards. The assertion that the number and value of trumps in a given hand can be ascertained by any other player finds its force in the gross carelessness of the player who holds them.

The handling of thirteen cards during a dozen consecutive hands by the fine player, as by the

ordinary one, may be very much the same, because the chance for brilliant play is but occasional. But *there comes a hand*, and in it a chance. The ordinary player stumbles through it, and makes the major cards. Give it to the fine player, with a partner of his own strength, and he will plan a play of it that will as far outrank the thought of the other man as Jay Gould's manipulations of a railway scheme overshadow the actions of a dabbler in its stocks. After the holder of the high cards has exhausted his battery, the holder of low ones may by inference and calculation know how to do something that will get *one trick* which could not have been made save by such careful management. There is more value in this action than in a hundred pound-downs of aces and kings.

Again, the moderate player in the early part of a hand succeeds, by trumping or forcing or playing leading cards, in making a certain headway. This very gain, whatever it is, might perhaps have been much more ingeniously obtained without the trump, the force, or the showy play. There is *but one trick played for in a hand;* the rest will make of their own accord. If you play over the cards that are played in the general way, you can see wherein might have been, if not a gain, at least a better mode of play ; and the better mode of play is the very thing to learn and to practise.

It is very easy to understand that great attention must be given to be able to accomplish designs that must be completed through calculation. Then does it not follow that all interruptions hinder and annoy those who are carrying a purpose in their brain? Of course the talk of penalties and claims for cards in error are confusing, and though they effect or settle an instant purpose, they interfere with considerations concerning what is to come. That is why it is that whist is a great game; and it does not matter how it appears to the player who does some seemingly smart thing in an ordinary way in the early part of a hand, and who is badly playing the cards that he is so sure he understands. He sees what he thinks is a surety, and accepts it; he does *not* see what the issue is to be.

It is true that all whist-players are learners; that the better they play, the more they see how much there is before them. Nevertheless, the good players are the students of the principle and system of which that future development is the superstructure. If persons do not know how the foundations are laid, their judgment as to what can be built thereon will be worth very little.

Two gentlemen about a year ago declared their intention of learning whist, and joined a club for that purpose. One of them played at

every chance with players of all degrees, and saw what they did, heard what they said, and tried to practise what seemed to him to be best, as the different plays and different remarks concerning them gave opportunity. The other watched one hand at a time, asked questions, took printed games and played them through, and read the reasons for what seemed to him peculiar. When the first man afterward began to study, he had to unlearn the greater part of what he had thought was right; when the second man began to play, he taught the mysteries of finesse to some of those who had played longest.

Unsafe advisers are they who assume to know what is best to be done, founded merely upon the practice they have had. Such persons are ever ready to tell of what they have "tried, and it worked well," and what they believe to be the "best play," no matter "what the books say." Be sure of one thing, — whenever a player boasts that his knowledge was gained from practice and none of it from books, the real player has no difficulty in crediting the statement. It will constantly be seen that a good player not only plays the hand that is hopeless as well as it can be played, but also the hand that is mediocre, that is very good or very strong; while the moderate player merely throws away the first two, and almost always loses a trick in each of the second two.

If four gentlemen who call themselves whist-players, but who never yet individually or collectively did or could sit in silence while exciting and interesting business with cards was being transacted by themselves or others, would resolve, and keep the resolution, let come what would, for the space of five minutes, or during the play of a single hand of cards held by them, to *observe everything*, but *never speak of anything* until the last card of all that hand had fallen, *this, their first lesson in whist*, would be replete with satisfaction.

Cards are employed unworthily and have a bad reputation. So has gold, and for the same reason.

We anticipate the remark which some proper person may make to the effect that he believes players of card games squander time, and desire to agree with him, confessing that much time is ignominiously wasted at the card-table. But if he ignorantly places whist upon his *rôle*, we as readily desire to be at issue with him, and to assert that he could possibly commit no error more likely to be exposed, to the great discomfiture of hastily formed opinion. Men of business, or professional men, must have recreation, and the fascination of a game which, while it calls for the exercise of ingenuity and observa-

tion, constantly yields pleasant satisfaction, while the result is more or less within the domain of skill, is not to be criticised because of its demand upon time for its investigation. It is a singular fact that while the game of whist, properly played, requires the close attention, calculation, inference, which must be bestowed upon an important mercantile transaction, the transfer of mental application proves congenial to the rest that the brain demands.

A man who has accomplished in business matters a satisfactory result, at the end of a day's toil is weary; at night he applies like concentration to his game of whist, and is refreshed. The greatnesses and the littlenesses of a man come forth at the whist-table. The fairness or the meanness of his life-ways have illustration there. His dogmatism, egotism, or his philosophy and manliness, are apparent. In no place, at no time, will overweening anxiety, impulsive action, or nervous disposition sustain such decided rebuke as at this silent game. In like manner, honesty of purpose and propriety of action take to themselves the unspoken compliment. Is it a waste of time, is it not rather a gain, when men strive to do away with undue action or emotion, while under the potent surveillance of friendly antagonists, and learn to respect more and more the proper deportment of their fellows? Which is the best employment

for an evening, — criticising the doings of Fitz-John Porter's court-martial, commenting upon the inability of Dennis Kearney to govern Ireland, dozing over a fifteen-cent novel, finding fault with the morals of everybody excepting Smith and yourself, and having grave doubts about Smith, or playing a game of intellectual whist?

If it were true, as many proper people urge, that any game of cards is mere amusement, even then let players have the best, and play as well as their capacity permits. But the error concerning whist lies in the assumption that it is to be classed with any game of cards. *Any* building is not architectural. It is for the man who built St. Paul's to show you how to be lost in space while you confess completeness in detail. It is for the student and appreciator of its infinite changes to understand and practise to advantage the game of most wonderful revelation. We do not propose to recommend as available, in any regard, the playing at playing whist, the mere letting fall of picture-cards and throwing away as useless all others in their turn, the mere gaining of tricks by the use of what is termed a good hand, the mere desire to make game with the least effort, although even this commonplace may pass for pleasure and the strain upon the business man's mind may be relieved thereby; but we do mean the game that

is accomplished by endeavor, the cards managed for the best effect, since he who knows, observes, and remembers holding the good hand or the poor hand, will inevitably use the same to better advantage than the careless player. Nor do we counsel a hurried game in which dependence is placed on proof of Fortune's favoritism, but the working game, in which, whether gain in points is made or lost, errors in play do not occur, are not allowed to occur, wherein finesse, and lead and follow, and throwing the lead, playing for the fall of other cards than one's own, remembering what has been done, observing what is being done, and calculating upon what must be done, retaining, inferring, that result may be assured, even if it be all for the purpose of thwarting a single advance, or gaining a single trick, or making a single brilliant play; the working game that asks for utter competency and enterprise, that is played through to the last, and that makes the last part better than the first, that plays for value of the play irrespective of what chance may order, — this working game is what we call the highest order of whist and the greatest game in the world.

IRREGULAR LEADS.

IRREGULAR may be another word for forced. Irregularity is sometimes another term for brilliancy. An irregular lead is a finesse upon the lead. An irregular lead, unlike the play of a false card, must be made only when it can do the partner no harm. Lewis, of London, calls a well-judged irregular lead one of the triumphs of common-sense whist. When a player has strength in trumps or cards of reëntry, he voluntarily makes an irregular lead. The rules are intended to apply to the usual conditions of the player's hand, and the usual propriety of play, but they cannot cover specific cases. The judgment which obeys the laws may violate the rules; and in any event, when there is no rule there must be judgment. Irregular play is made after several rounds. The order for the opening is seldom disobeyed. It may happen that, before C. can make his original lead, A. has exhausted trumps save only the thirteenth in C.'s hand. C. holds a suit of ace, qu., and four small cards. If, on getting in, he leads ace, and B. holds k., kn., and a small card, when C. follows with fourth best B. plays kn. and makes two tricks. If C., sure of his power, leads fourth best

originally, B. plays his small card and D. may take with 10.

A holds ace, kn., and one small. To make two tricks he may play kn. But at the stage of the hand at which such play would be made from necessity, if C. held k. and qu. he would cover and risk the ace. In the event of any other holding of the suit, A. gains nothing. A., however, would be justified in leading the small card, retaining the tenace.

The lead of the lowest card of any three is irregular, but it may be proper for A., holding ace and two small, to retain command. The small card may let his partner in to play his suit, while the ace remains a card of reëntry.

All underplay is irregular. It is finesse upon the lead. But it is not only justifiable, but proper, and at times provokes brilliant play. Usually, when opportunity is given for the play, the regular leads have been made and there is chance for display of ingenuity. While there is no satisfaction in the following up of suits that make play monotonous, the converse of such action is exhilarating. There was once a saying, "Avoid change of suits," but now the game is wearisome that obeys it. Original leads may be forced leads. A., informed by B. that B.'s suit is clubs, remains with the last trump and a sure suit. He also holds k. c. and two small. It is his original lead, and the k. c. is his proper play.

Ace, qu., 10, or 9 and three small may be held. If by a card of reëntry or the last trump the holder can be sure of a second lead, he may draw three cards of the suit by the play of the qu., and make all the rest of the tricks. This he could not have done if k. and kn. were in opposing separate hands and he had led the ace.

Hearts, trumps, exhausted, you holding thirteenth. You have ace, k., 10, 4, 3, 2, c. If you lead ace, then k., your partner, uncertain of the situation of the last trump and aware that opponent led trumps originally, discards upon the k. from his best suit. D. regulates his play accordingly. But if you lead for qu. or kn. to take, and D. plays qu. holding two more, he may lead through the strong hand or up to a tenace. Your lead to that tenace would have lost a trick.

It is irregular, holding a long suit, to lead a short one, but the best play may happen in this wise. You hold kn. and four small diamonds, kn. and 5 spades, a. and k. c., and four small hearts, 6 s. turned on your right. You have no suit to make, and there is no need of your reëntry clubs. If you play a diamond, you may force your partner; at any rate, you can be of no service to him. Lead the ace c., then k.; if he calls, your kn. s. may be very useful. If he does not call, he sees that your hand has no value, and will either make qu. c., or give you a chance

to trump the suit, if possible for him to get the lead.

Irregular leads are not to be confounded with false leads. A false lead or play is one that must deceive the partner or the table, while an irregular lead may be properly made and for sufficient reason. For instance, a player violates law when he leads from a suit of two or three cards if he has a better or a longer suit to declare, but he may have strength in a suit which must be developed before it can be used. Suppose a player holds two small cards of each plain suit and seven trumps. He must lead a trump. Any other lead is a deceit. But if he holds ace, k., 9, 8, 4, 2, of a plain suit, three low cards of another, and four trumps, and leads the 8, it is not a deceit nor false play. His reasons are, that he has not strength enough in trumps to lead one; that if he leads ace, then k., he parts with command; that if his partner can play trumps for him he will do so; that he shows three higher cards; and that his play will bring down three of the suit which he desires to clear and establish.

Again: a player may hold ace, kn., 10, 4, 3, of a suit. He leads the ace, and neither k. nor qu. fall. If, now, he leads the 4, the trick may be taken by the 9 or 8, and the higher cards held up. His second lead of the 10 is irregular, but it is a forced lead, not a false one.

Again: a player holds 10, 9, 5, 4, 2, of a plain suit and leads the 4. The qu. falls second, the k. third, and the ace fourth. If, on getting the lead, he plays the 2 to show his suit of five, it may be taken by opponent's 8, the kn. held up. If he leads 10, and it is passed, he either takes the trick or retains command. Again: a player holds a double tenace and a small card of a suit, kn. and three small of another suit, the ace of another, and four small trumps. He leads the lowest card of the suit headed by kn. It is not his best suit, but his reason is a good one for not opening that. His partner takes with k., and returns a card of the ace suit. He takes with ace and leads his lowest trump. It would seem that he was very strong in the first suit which he led. But analysis will show that both leads, apparently irregular, were justifiable.

Brilliant play is oftentimes phenomenal, but never false. There is always good reason to be given for its exercise. Some players, desirous of doing a strange thing, make an attempt to do it by a lead or follow whose speculation is not warranted by good judgment. Players had best consider that there is enough for them to do to observe the play of others, and to regulate their own by the proper rules. Only those players who, because of much study and by experience, understand wherein brilliant play may be made, are successful in making it.

PLAYING THROUGH THE STRONG HAND.

THE value of the force by A. upon C. is not always properly estimated. The idea that, if C. desires trumps played, neither A. nor B. can desire that they should be played, is apt to have too much weight. Great pains is sometimes taken by both A. and B. not only to abstain from leading a trump, but in every manner to hinder C. and D. from doing so. Players forget that play through the strong is play up to the weak. It may be that, when C. has called, A. can make no better lead, not even from his own strong suit, than a trump through the calling hand. The trumps must come out, and A. can understand that B. will not lead up to C. D. of course in obeying the call must play through A. and up to B. But that may be a very different matter, in so far as A. and B. are concerned, from the play of A. through C. up to D. Fear of playing the adversary's game, and unwillingness to assist it, deters the play of a trump through that adversary's hand. Such play is apt to be looked upon as the doing of just what the opponent desires. But if it is done, in the way in which he does not desire it to be done, and

the lead comes from the quarter from which he least expects it to come, perhaps the only gain possible to be made may be by the bold lead assured. Again, it is thought that when C. obtains the lead he will, by the play of a low trump, allow A.'s qu. or 10 to make over the best card that D. may hold.

The advocacy of a rule to play the trump through C. is not proposed, but only the consideration urged that the card or cards which A. must lose should be lost at highest cost to the opponent. Suppose C. calls upon ace, kn., and three small. A. holds qu. and 6; B. the k., 10, 2. If A. leads qu. through the calling hand, and C. takes with ace, B. holds the tenace. If C. does not take, the qu. makes. Of course, if A. does not so lead, and C. gets in and leads small trump, A.'s qu. makes, but B. has no knowledge of the ace. A. B. are to make two tricks at any rate; but if A., having his chance to do so, leads through the calling hand, B. knows who holds the ace if C. does not play it. Suppose that A., taking the trick, follows with the 6. C. knows that A. can have no more; for A., holding qu. and two others, would not have led qu. through the call. C. cannot now place the 10. If he throws ace, it will not bring the k.; and if he throws kn. to let k. take and be out of his way, he may leave 10 and a small card in B.'s hand. If C. D. hold the trumps, D. having k., A., by his lead of qu., has done no harm to himself or partner.

Or, suppose that C. has called upon five trumps, k. high. B. has ace, kn., 2. A. has qu., 6. A. leads qu. through the call, and unless C. covers, giving up control, A. B. make three tricks in trumps. If instead A. leads from plain suit, and D. gets the play leading to the call, A. playing 6 and C. finessing 10, A. B. can make but two tricks. If A. should play qu. and C. k., the result would be the same.

But it is not alone the matter of making an extra trick (which may be improbable) that A. considers when playing through the calling hand. He can see no chance for gain if he does not do it, and while such course is not made rulable, and is not at times advisable, yet players will do well to remember that the pronounced strength is less dangerous in second than in fourth hand.

It may be said that A. exhibits weakness by his lead. True, but he assists B.'s strength. It is evident that C. is strong, it is possible that D. is weak. The point is, in what manner can A. make a card of the third or fourth rank most useful? We give an example from actual play. C. had called. A. held the kn. and 9 h. trumps. C. held k., 10, 6, 4, 3. A. on getting the lead would not play kn. h., because, he afterward said, such course would be the play of C.'s game. D. on getting the lead threw the 8 h., on which A. threw 9, C. 10, and B. took with qu. D.,

when next having the lead, threw 7 h., A. kn., C. k., and B. ace. C. afterward drew the 5, and with the other trumps made game. If, when D. threw the 8, A. had played kn., the result would have been in C.'s favor. A. B. could have made but two tricks. But if A. had led the kn. and C. had not covered, A. B. would have made three tricks, saving the game.

The gain by play of a second round of trumps through original leader is frequent. Clubs trumps. A. holds kn. and 9. C., holding k., qu., 6, 3, 2, led 3. B. threw 4, D. 7, A. 9. A. then declined to play kn., because it was C.'s lead. C. on getting the lead led k. c., which B., holding ace, 10, 5, passed. Diamonds were afterward led, and A. took with ace and led a heart. D. took the trick, led the best heart, which took; then, on the tenth round, a small heart that C. trumped. C., on the eleventh play, threw the diamond lead into B.'s hand, who made ace c., and lost the 10 and game. Had A. followed his taking with the 9 c. by the play of kn., A. B. would have made three tricks. If C. had thrown qu., B. would have passed, and A. would have seen the proclaimed tenace. When A. afterward made his ace d., he could have forced on spades, which by the play of the heart he had declined to do, not knowing the situation of the trumps, and fearing lest B.'s best trump would be drawn, and all the diamonds made. It is evident that if B.

could have been helped to make his tenace and best diamond, the game was won ; also that no harm could come, but only probable good, by the kn. play.

It is for the player numerically weak in trumps to consider that his chance for using them upon plain suit tricks is small ; that his trump or trumps will be drawn ; that his right-hand opponent, weak in trumps, cannot interfere with his own partner's play ; and that making his partner third player in the suit of second player may leave that partner with a tenace, and perhaps with the command.

FINESSE.

THE rules for lead and follow have changed; but the law of finesse, the strength and beauty of whist, has never changed, will never change. Deschapelles and Clay put the fact on record that throwing the lead, even by what seemed to be the loss of a trick, was equivalent to a gain; for the rest of the play could then more easily be managed to advantage. Clay's orders for finesse are as valuable to-day as they were in his time: —

"With ace, kn., 10, and one or two others in trumps, I cannot think it wrong, unless there is obvious reason for making sure of two rounds in the suit, to finesse the 10. It is a finesse against two cards, the king and the queen; but unless both these cards are with your left-hand adversary, you have preserved to yourself the tenace.

"I have spoken of the finesse in the high cards; but it must be remembered that when these cards have been played, the finesse of the lowest — say of the 5, with the 5 and the 7 against the 6 — is as valuable as that of the qu. from ace, qu., against the k.

"In order to finesse, it is not necessary that you should hold the best and third or fourth

best, etc., of a suit. Finesse is possible, and may be forced on you, with almost any combination of cards, sequences excepted, — say with k., kn., against qu., the ace being in; or with qu., 10, against kn., the ace and k. being both in; or with combinations of less importance.

"I would offer the following opinions, not I fancy very generally entertained, for the consideration of experienced players. With ordinary hands, finesse may be deep at their commencement, should contract as they go on, until in the last four or five cards there is scarcely any opportunity left for finesse, properly so called.

"When weak in trumps, — say even with no trumps at all, — finesse deeply in the suit in which you believe your partner to be weak, in order, as long as you can, to protect him from a force.

"Again, say that you have led from k., 9, and small cards, and that your partner having taken with qu. returns to you the 8. You know that he has now played to you the best card he holds in the suit, and that you have to contend not only against the ace, which you know to be behind you, but against the kn. and 10, neither of which cards can be with your partner. The position is difficult, but there is no help for it. You must pass your partner's 8. It is a finesse against two cards, but one or possibly both of them may be with your right-hand adversary, in

each of which cases you will have played to advantage; and even in the worst case, that you find both kn. and 10 along with the ace behind you, you have yet retained your king guarded, and have not given up the entire command of the suit.

"This leads to the consideration of another numerous class of cases, which although not unsimilar cannot strictly be called finesse. Take the same cards as given in the last example. Your partner equally takes with the qu. and returns the 8, but your right-hand adversary renounces the suit. You now know that the ace, 10, and kn. are all three behind you, and it is true that there is no finesse against a hand which has none of the suit played. Still, you would do very wrong to play your king; you must pass your partner's 8, and you still hold your k. guarded, which prevents your left-hand adversary from going on with the suit without either giving up its command or forcing his partner. Your king thus guarded may still be of great value to you, as your partner will certainly not continue the suit, and your right-hand adversary cannot. To have played your king would have given the entire command of the suit to your left-hand adversary, than which no position could be worse. Cases similar to this are of frequent occurrence, and should be treated on this principle."

The simplest form of finesse (one of two with which the general player is acquainted) is finesse proper. A. leads a low card; B., holding ace and qu., plays qu., risking the k. on his left.

The other is the obligatory finesse. A. leads a small card from qu., 10, etc. B. takes with k., and returns the lead with a small card. The ace must be on A.'s left, perhaps also the kn.; but it cannot be helped. A. must play the 10.

Now, there are four more modes of finesse unknown to the general player. They are:—

(1.) The returned finesse.

(2.) The finesse by trial.

(3.) The finesse on the partner.

(4.) The finesse by speculation.

It will be readily understood that these varieties were of Deschapelles' invention, and that they are applicable especially to American play because that calls for the use of all the cards, and these finesses look from the opening of the hand to its close for their results. We give a brief definition of the several forms as practised by him, who regarded his own game as one of signal (conversation by the cards) and finesse. The daring and enterprise of his play would utterly disconcert the routine players of our time, as it is said to have frighted England's "isle from her propriety."

The *returned finesse* is made upon the lead of left-hand adversary. When being played

through, a card is thrown that it may be he cannot take because he has already thrown, not his third or fourth best, but his best. Your partner may be in a condition to take this trick, and it remains with you to make the finesse, if you care to do so.

The *finesse by trial* is when right-hand adversary has led, and you play a card on which one much higher is thrown by left-hand opponent, and the next time the suit is led you play a lower one, it may be, for third hand has shown his strength.

The forced *finesse upon partner* is when you make him take the trick, perhaps of his own suit, that you may hold command; and also the instant following third play, — perhaps of trumps if you have called them, or if the fall of the cards has revealed your want of them.

The *finesse by speculation* is when, holding sure tricks in other suits, and even it may be in the suit played, you pass, that partner may take risking the play of fourth-hand player; and it is when you lead to partner a suit expecting him to take and return to you another of which he holds the best that will be trumped by your right-hand opponent and over-trumped by you, or else will make, and partner will have another lead.

In one of his chapters upon the "Sublime Game," Deschapelles says: "The difference which exists between the beginning and the end

of a deal of whist is incalculable. It sets out in ignorance and obscurity, guided by instinct and chance, supported by invention and talent; it finishes in experience, guided by positive evidence, and supported by the light of mathematical deduction. A deal at whist may therefore be considered as a graduated scale of intelligence, beginning with the inventive faculty and ending with mathematical demonstration; and we may easily imagine that the intellectual powers are not unemployed during its continuation. Every single faculty of the mind, one by one, is successively engaged in the operation; every class of mental agency and every shade of intelligence are in some degree called into action; and the continual change in the faculty employed prevents too laborious exertion of intellect, keeps up excitement to the end, and produces the highest degree of pleasure."

Finesse is sometimes carelessly mentioned as if it were a risk taken only by third-hand player against a card upon his left.

Instructions upon finesse can be addressed only to experienced players, since it deals only with the highest order of play. Finesse belongs not alone to the third-hand player, but to the second and fourth as well. It is because of the overlooking of opportunity for fine play that many a hand in whist degenerates into routine. The significance of finesse is expressed when

two good players, as partners, manage peculiar situations. The finesse proper and the finesse speculative are nearer alike than are any other two forms of this strategy. The severer orders of finesse practised by the good players are: First, the finesse obligatory. A. holds good diamonds, trumps, and k., 9, 6, 3, of clubs, and leads the 3. B. takes with qu. and returns the 8. A. knows it is B.'s best card, and that the ace and kn. or 10, if D. plays a low one, are on his left (if D. renounces, they are all with C.), but he must pass the 8, or not have a trick in the suit, or the card of reëntry. Second, the returned finesse, on the lead of the left-hand adversary that may continue to the peril of several tricks, and, under some circumstances, on the lead of either adversary, when it may be assisted by underplay. A. passes D.'s 10 led, and by and by leads, through C.'s minor tenace, the same suit, to be taken by B.; and, whether C. afterward leads back to D., or B. leads through D., the return, unless against certainty, gains the trick and the lead. Third, the finesse on the partner, to result in the command of a suit, or in the attempt to make a trick, or in the establishment of a suit in which he has strength. Fourth, the finesse by trial. If D. leads 5, and A. plays 6, and C. qu., when D. next leads 7, A. plays 9, retaining ace or k.

Your partner, having made a successful finesse

in a suit of which he holds high cards, will not return that suit; thus: A. has led 8, C. has played 6, B. takes with kn., and retains ace and qu. Of course the k. is not with D., and if B. has good trumps, he is to make two more tricks in the plain suit.

Finesse is often deep to save a game, and especially in trumps near the close of the hand. If trumps are not played until late, the result of their proper use in the hands of good players is sometimes startling. An ordinary player, hurrying the play, will disconcert schemes which he does not know how to plan or to second.

The following up of the advantage of the finesse made by B. is incumbent upon A. If B. takes a trick in trumps third hand with the 10, holding ace, kn., he should not lead the trump in return, but a card of a suit for A. to take, who should again lead trumps. Finesse is also instrumental in gaining two tricks by the relinquishment of one; and it is made effective when with several minor cards in play, and the situation of one or two is doubtful, third player, holding, it may be, qu., 10, 7, plays the 7 on the lead of the 2.

The knowledge of a previous discard oftentimes directs successful finesse. Second or fourth hand, holding good trumps and good cards in a suit led, may make a large score if he understands the return finesse, while a player

bent only on taking each trick as it seems possible would make a loss.

There is no part of whist so unexplainable as the varieties of finesse to the ordinary player, who, carrying but the lesser considerations of the hand in memory, will innocently interfere with the action of a finished player, and never understand in what manner superior skill would have made the cards which he holds of great service.

It is not essential that, after the finesse obligatory has drawn the largest card from fourth hand, third hand should hasten the getting out of trumps; his partner will take in the situation, and is assisted in his count of the hand.

Finesse may be made by the lead or by any other play, and at any stage of the hand. The cards are conversational, and, by the will of experienced players, they are made to speak a various language. There are occasions upon which it is no more a matter of propriety that the first card led should designate four or five of the suit in hand, than that a man who would hold common converse should first cry out in his loudest key. Certain set leads are easily learned, and *must* be learned and appropriated by all ordinary and at times by all good players, but these are made upon proviso. If certain named cards are held, they may be thrown, according to written regulation. But when combinations

that cannot be anticipated are held, and the result is to be considered, the rule of lead or follow is of the brain of the player. And the interpretation of it is of the brain of the partner. J. C. has said that the worst fault of which he knew in a whist-player was the playing for his own hand alone. But he said *that* a dozen years ago, and with all the sad detail of a freshly concocted code of curiosities, called laws, staring him in the face. Certain signs and significations *must* be given, and given early, in the new short game that was to be *ruled* into life. Of a much braver nature was he who, having invented the call, regretted such manifestation of his ingenuity, since its practice gave less scope to his own powers of calculation.

The lead may be a finesse at a nice point of the game. A. has 9, 7, 5, 4, spades; the 8, 6, and 3 are in play, their location indefinite, save that B. has led 10, and qu., k., and ace had fallen. The kn. had been thrown away, perhaps the beginning of a call by C., as he afterward led trumps, but probably his only spade, and the 2 had been played by D. on trumps led. It is known that C. and D. have all the best clubs, and that B. has low clubs. Diamonds, trumps, are exhausted. It is A.'s lead, and he wants all the tricks. He places the 8 and another spade in his partner's hand. There is no alternative; he must lead the 7. If C. renounces, and B., hold-

ing 8 and 3, or 8 and 6, makes the error of throwing the lowest on A.'s 9, should he lead that card, A. and B. can have but one more trick. A. must insure the lead, whether B. plays the 3 or 6, or if he takes with the 8, and returns the 3 or 6. The finesse is against the possible 8 in D.'s hand.

The fine play allowable in finesse by the latitude of American Whist is all unknown to the player of a diminutive game, who must quickly count tricks and stand in fear of "honours." Still, it is evident that the advantage to be derived by ingenious plans is understood by scientific players only. Constantly the occasions offer for the exercise of calculation, and as constantly would the well-arranged schemes be frustrated by an unlearned partner. That is why American whist must be studied to the gaining of information beyond what any other game can demand. To a fine player of finesse, the language of the cards thrown by his equally good partner is in disguise to an adversary, but capable of interpretation by himself, thus: —

A. B. 6. C. D. 3. K. c. turned by D. C. holds ace, qu., 10, 8, 4, h., ace and three small clubs, ace, k., s., and two small diamonds. A. leads 2 of hearts. C. infers that A. has three trumps, even suits, k. or kn. h., and two others, and sees that if D. can make one trick beside the k. c. he may win the game. C. plays 8 of hearts, reserving double tenace. A quick whist

would play qu., but if the k. and another are with B., and kn. and two others with A., both k. and kn. will make. C. knows that k., kn., and 9 are not in A.'s hand, and that A. led from four. If B. takes the 8, and returns the suit, C. must have command. B. takes with k., and plays a spade. C. takes with k., and leads low club. D. takes with qu., and, holding k. and 4, instead of returning trump, remembering the fall of the cards, sees C.'s probable finesse for the game, and leads 9 of hearts. C. takes with 10, finessing against possible kn. in B.'s hand, leads another club, and C. and D. win ten tricks and the game.

Third and fourth hand finesse is sometimes by one player, in a single hand, finely played. Score, 6 to 6. C. turns ace of clubs. A. holds ace, qu., 9, 7, 6, 2, hearts, k., qu., 5, 3, clubs, 8, 7, 5, diamonds. B. leads kn. h. This original lead must be from short sequence. D. plays 5, A. throws 6, and C. takes with k. C., with major tenace in spades, and suspecting call of D., leads 4 c., holding ace, 10, and 8; B. 2, D. 9, and A. 3. D. returns the 7, on which C. throws ace and returns 8; A. takes with qu., draws the last trump, and makes five tricks in hearts, the odd trick, and game.

We have said that the general player, holding ace, queen, always finesses queen third hand, and seldom or never finesses anything else. The

ace, knave; the king, 10; the queen, 9 or 8, etc., are tenaces that may be used for finesse when the partner leads a small card of the suit. The new finesse — if a recently established play may be so termed of the 10 when king and others are held — has met approval; and it is excellent play, particularly if third-hand player is strong in trumps. It is the practice of ordinary players to avoid finesse upon the partner's play. Holding, for instance, king, 10, 9, and another, they would unhesitatingly throw king, no matter what small cards formed the lead and follow, never thinking that the lead may be from ace or queen or knave, and that second hand may hold any one of those cards, and also that ace may be drawn by the play of the 9, and that ace on the left must take then or afterward. When should third hand finesse if not upon partner's lead? Beside, one of the great benefits that come from a lost finesse is the throwing of the lead.

Every player will approve the ingenuity of Deschapelles, Clay, and Cavendish in their advance management for gaining tricks when the hand is half-way played, and when the ordinary player cannot understand their intent. What shall we say of him who, on taking up his hand, plans and plays his game from his first lead with a precaution and finesse that sets all common rut-rule at defiance? And if the routine player is to have credit at the beginning of

a hand for invariably leading in a specified manner, right or wrong resulting, is he who, by shrewd tactics, draws all the three players to the assistance of his plan, to receive no applause?

In this connection we give an instance of play. It is a new game, there is no score. B. has turned 9 of hearts, and D. has played 4 of clubs. A. holds k., 10, 7, 6, 3, 2, clubs, kn., 8, 6, 5, 4, 2, hearts, and ace spades. Now the book play is to begin the call for trumps. Short whist would tolerate no other play. But A. is a fine player, and proposes to be master of the situation. He believes D. has not led from a four-suit major tenace. He also knows that D. has four clubs and not five, for D. has led the lowest. A. does not want trumps led to him from a low or a short suit. If the high trumps are against him, they must make; but with his hand and a club lead from the right, he marks out his course. Between C. and B. there can be but three clubs. The 9 may be B.'s only trump, and it must not be called. It is not necessary that his partner should at present know how many trumps he holds. He is sure of his own game, as he believes, and his partner may play as he pleases. He threw the 2 of clubs, C. kn., B. ace. The queen then is with C. or D. B. played ace of diamonds. Then he had not the small club, or he would have returned it through the strong suit. A.'s play now is, that qu. of clubs, if there,

shall fall on his left. He threw ace of spades upon the diamond. An ordinary player would have thrown a low club. B., if holding but two trumps, will play a spade to what he supposes A.'s commanding suit; but knowing that A. must be strong also in clubs or hearts, for D. cannot have both k. and qu. of clubs, he secures one round of trumps. Noting that the 4 nor 2 falls, he knows A. must have one of them, and so four trumps. He continues with the ace, and qu. and 10 fall, but not the 4 nor 2. A., then, has all the trumps. B. plays the low diamond, A. trumps, leads low club, qu. falls, B. trumps with 9, and all the rest of the tricks are A.'s, the thirteen made in one hand. This is whist which Mr. Pole's "theory" cannot anticipate. It may be said that the plodding game of calling for trumps would have contributed to a similar result. That might have been as the cards happened to be held, but it would have exhibited no such fine play. The way to play the hand was the way in which A. played it. It is deep play, however, and such players as A. could show our English cousins much of this kind of work that would seem marvelous in their eyes.

The hands are given, that the play may be better understood. D. led from 9, 8, 5, 4, clubs, 7, 5, 4, 3, spades, k., 8, 2, diamonds, and qu., 3, hearts. A.'s hand has been given. C. held k.,

qu., kn., 9, spades, 10, 7, hearts, qu., kn., 10, 5, 3, diamonds, qu., kn., clubs. B. held ace and four small diamonds, ace, k., 9, hearts, ace clubs, and four small spades.

It may be inferred that all were good players at this table. It would not do for B. to make the mistake of playing the 9 of hearts after taking with the ace, for D. would have made one of his clubs, as he could understand that he had better give away k. of diamonds than 5 of clubs.

The beauty of whist-playing does not consist in making long suits, but in creating and conquering situations. The finest situation is when your opponents play for your benefit, you having planned the course that they must take.

We quote a single hand of successful finesse, more especially to show how book-rule as to the play of plain suits, and the lead of trumps, was set aside by an ingenious player: —

Score A. B. 1, C. D. 6; 3 of hearts turned. D. plays 5 of spades. A.'s hand is ace, qu., 9, 4, hearts, ace, k., kn., 8, 4, 3, spades, 7 and 2, diamonds, 5 of clubs.

The book-play is the k., and the next lead, the 4 of hearts. A. has six points to make. He infers that D., having four spades, leads with qu. or 10 at the head. He plays kn. second, and not k., C. 9, B 2. A. now knows that D. had four, and that C. has the 10, or no more. He must throw the lead into his partner's hand,

and, to assure him of his poverty in diamonds, plays the 2, C. kn., B. ace, D. 3. B. sees A.'s strength in spades, and why he did not lead them. C. may be calling, but B. has no alternative; he must play a trump; the lead of the small diamond is suggestive. He plays 10 of hearts, D. 6. A. finesses the 10, playing 4, C. 2; B. 5 hearts, D. kn., A. qu., C. 7; A. ace, C. 8, B. 3, D. k. A. must now throw the lead again into his partner's hand, as his only chance of making six by cards. He must play the club, for his partner has not k. or qu. of diamonds, or he would not have played the ace. A. 5 clubs; C. holds ace, qu., but, being sure of one trick in clubs and one in diamonds, plays the qu., B. k., D. 3. B. leads 6 of spades, D. 7; A. finesses 8, C. renounces; A. now makes all the tricks but the 7 of diamonds, and A. B. score six points and the game.

It may be said that C. should not have thrown qu. second, but he did not fathom A.'s intent, and hoped to make three tricks by his play; and that D. played erroneously in throwing 7 second; he should have played 10, forcing k. But the hand is a study, and as a specimen of play in finesse is remarkable. After the play, A. stated that when he saw the 5 of spades fall as the lead, his game must be one of faith in finesse. Play of this order, which could be attained by many who now play, as they think, very well, ought to

be understood by them, and they should find partners to follow it as it progresses. So coolly and easily was this hand managed by A., that a looker-on over D.'s hand, who plays whist, said that he thought all the time, after A.'s knave took the first trick, A. held ace only beside, and B. all the spades. Such play as this is not provided for in Dr. Pole's "theory," and a short-whist player would, after playing k. second, have been curious to ascertain only if his partner had an "honour." He would have been put in possession of that valuable information at the cost of the game. A.'s hand has been given. C. held ace, qu., 7, 3 c., 8, 7, 2, h., 9 s., qu., kn., 9, 4, 3, d. B. held k. and four small clubs, 10, 5, 3, h., 6, 2 s., ace, 8, 6, d. D. held kn. and two small clubs, k., kn., 6, h., qu., 10, 7, 5 s., k., 10, 5, d.

This, then, is genuine whist. Know *your own hand* and make your calculations upon it. The score, the trump, the rank of the trump, the probabilities, the possibilities of play, must be taken into account. Have a purpose in view and play to compass it. If defeated in your plan, change your tactics if you are allowed opportunity to do so. Let no stereotyped notions contest your ingenious play. Let your cards tell the truth, but send such ones as you please, to convey as much of it as you see fit to explain. Your partner will no more expect you to inti-

mate too much to him than he would ask you to call his attention to your desire for trumps by the more emphatic play of 8 first, and then 2, when you held the 3. If it is your play to inform at once of a certain suit, do so certainly; but, if you think that you see a better play, make it, as readily as you would throw the lead later in the game. Despite all book-rule, play whist as your judgment directs. If you are a good player, that judgment must take precedence of limited instruction. Know the laws and *never* break them. Know the rules and *when* to break them with impunity. Brilliant play is better than routine play. Play your own hand, and in the playing it play not only your partner's but the hands of the opponents. The strife at whist is oftentimes a friendly one with the whole table. If you have five trumps or more, think what is to be done with them that not one shall fail of service. Whist asks for brain-work. Remember how embracing is its theory. Consider that each game is always new. With every hand you enter upon an untried experience. By no mere knowledge or employment of partial rule can you solve or nullify the varied problems of this philosophy of recreative life.

TRUMPS.

TRUMPS, the artillery of the hand, are not required, as a general rule, to do service as often or as regularly in the early part of an engagement by American as by English whist. They act as our reserve in many instances. By the foreign regulation, a player holding five leads a trump at the first opportunity, or calls for one to be led by his partner. Holding six, he leads trump without allowing any consideration but the performance of that duty to possess him. Having drawn the trumps from his opponents' and partner's hands, if he or his partner have good cards to make they can be made; if they have not, the making of the adversaries' good cards may, in part, at least, be prevented. In the first place, save that it decides a short game earlier, bringing out the "honours," and making useless further strife, the play of trumps at the outset, from five or more, does not, in a majority of cases, win more tricks for the player than will their proper husbandry and use. If you will play twenty or fifty hands in duplicate, you may ascertain this fact. In the second place, unless there is reason for such action, it is very cheap whist that only takes advantage of such

manner of fortune, and always in the same set way. In the third place, the making of a long suit is not the only important consideration in the tactics of a first-class player.

It does not seem like a generous employment of power. If the gain that is made by this dog-in-the-manger policy can be assured in no other way, it is justifiable; but as trumps must take tricks, unless themselves taken by larger trumps, it is considered politic in our game to ascertain for what purpose we are to expend them before putting them to use. Merely to take away all the opponents' trumps, if it can be done, and then to throw a card at risk of partner's holding the best; or to draw the trumps, and after make some high cards on a long suit, — is legitimate, and probably very satisfactory to those who are always striving to bring about such a result.

It is the plan of the English player at once to draw the trumps in order to make a long suit. It may be said to be his only plan. Supposing that this was the best part of whist, and worthy of all acceptation, which is not true, did it ever occur to you that the attempts to bring in long suits were generally foiled by able players? If you will think a moment, you will remember that *each* player always has a long suit, and you must be aware that each player cannot make it; in fact, that only one of four can be made, and

that not one sometimes is rendered available. While you are endeavoring to arrange for the trumps to fall to please you, the adversaries are quite equally determined to hinder such result; and if so be that the power is in their hands, you may have lost all chance for making good use of the trumps that you hold. A thirteenth card is sometimes made, but not very often, and the longest suit held at the table, as a general rule, is thrown away by piecemeal, very reluctantly, but very uniformly.

The struggle made from the beginning of the play of the hand to bring in the long suit full oftentimes results in the overthrow of the plan itself, and the success of a similar suit in the hand of the opponent.

It requires two long suits to make one successful, and it is not true that one can always be established by the aid of the other; consequently there are other matters to be considered of as much account in playing whist as the bringing in of long suits. The peculiar long-suit play belongs more to short whist than to American whist, as the brevity of the game needs swifter information from partner to partner. We are not unwilling to use more ingenuity than short whist demands, to draw inferences from deeper and better play and plans than such as can be too quickly revealed, and to be rewarded by results that we have earned by management. If

it is best instantly to say to our partner by playing k. of diamonds that we have ace or qu., very well; but if we do not care to announce to him that we have seven or eight trumps, that is also well. When the hand is played, place the cards, and, by the early-communication plan signifying that trumps are to be drawn, make one more trick than we have made, and you shall have credit for better play than ours. If men play whist for the rattling fun of the thing, A. may lead a spade, then C. a heart, then B. a club, then D. a diamond, each swiftly announcing, "I have four or five of that suit;" but if they play it to elicit the beauty of the game of combinations, they may at certain times make necessity for partner and opponent to use their sharpest wit for the unraveling of their purposes.

The five-trump lead, no matter what comes of it, is properly mechanical, and suits an ordinary hazard game that hopes for "honours" and for luck to hasten it. We think that Cavendish is right in recommending the absolutism of trump play, for his is a short game, and he has the stakes to consider for himself and partner. Advantage gained in *any* way is the rule in such a game. In American whist it is not our purpose to wreck another hand, whether or not we are to be gainers by such course, but rather by management, whose influence extends to all the

hands, to induce the play of others to inure to our benefit.

To play from the long suit, or to endeavor to make a long suit if you have an available one, or to make for your partner commanding cards which you have ascertained that he holds, is certainly correct; but merely to draw the trumps of the adversaries, and of course those of your partner, or always to attempt to draw them when you have numerical strength, is not good whist.

UNDERPLAY.

PROPERLY manipulated, underplay can be made serviceable. But probable success demands keen management. You hold ace, kn., 10, and a small card of a suit led by right-hand opponent. On his 5 you play the 10, and it takes the trick. Now, if you are strong in trumps, you may play the small card. You must consider first that your adversary led from four at least. You had four, and there can be but five in the other two hands. But C. has not k. or qu. D. cannot have them both, and you are justified in underplay. If your partner has k. (for C. will not trump his partner's original lead, if he has no more of the suit), you by the aid of your trumps are to make all the tricks in your adversary's suit. If it should be that you lose your partner's qu. to the k., the other tricks in the suit are yours. This is underplay from second hand. If the lead is made by C., and D. can play no higher than the 9, your lead of the small card is almost sure to be successful, for C. will not play k. second, if he has it; it is his only high card, and he will play an 8 rather, and trust that ace will fall in that round. The closest figuring with reference to position will be requisite for the prac-

tice of underplay. Every gain in it is by a coup, and not by common play. It is well sometimes to delay the lead of the suit until you have played a winning card. Then the small card makes for you a proper lead. J. C. gives an example that may be called an underplay finesse: "You hold the k., with two or more small cards, and are fourth to play. C. has led a small card; D. has taken with ace, and returns the lead. You play a small card, and trust to your partner to take the trick. This he is very likely to do, unless original leader hold both qu. and kn., for, believing the k. to be behind him, he may finesse a 10 or 9 rather than play his qu. to what appears certain destruction."

THE ELEVENTH,

So called because it is the best of three remaining of the suit, is sometimes a power, if you know that the other two are divided between the opponents. You give your partner opportunity for discard, and so learn what to lead him, or what to play to throw the lead. If the two are with left-hand opponent, you may force a trump from the right, who must lead to your partner's tenace. If the two are on the right, you compel a trump from the left, and your partner may discard or over-trump, as suits his hand. In case he discards, you have the last play on the next lead; and if, instead, he takes the trick, he does so for the advantage of the lead.

THE TWELFTH.

THIS is not necessarily the best of two remaining of a suit. When it is the best, and you know D. has the smaller, the twelfth will of course win, unless trumped by C. But you run a risk in playing this card of a discard from C., that may very much influence your next lead. For this reason much care must be taken in the management of the twelfth. Drayson gives a fitting example. You hold ace, qu., and two small spades, and the twelfth heart. C. has two small spades, ace, k., and 2 of clubs; B. has three spades, qu., and small club; D., four spades and thirteenth heart. Clubs trumps. B. leads small spade, you win with qu. You lead twelfth heart. C. throws spade. You then play ace spades, which C. wins with small club, and makes k. and ace; three tricks to your two. Now, playing carefully, you reverse this, winning three to C.'s two. Play ace of spades, *then* twelfth heart, and it or your partner's qu. must make. Winning cards should be played before the twelfth card, if there is possibility of discard to your detriment. When the twelfth is the lower of the two, and the thirteenth to your left, the object of playing it is to throw the

lead, or make your partner play a high trump. He has kept the run of the cards, and will know if you have a tenace. Holding the twelfth, while B. has thirteenth, is, of course, an argument for having all trumps out before playing it.

THE THIRTEENTH.

THE marked intention of the play of the thirteenth is to draw from your partner his best trump. He will know if this is your purpose, if there are several high trumps in, and will see that you do not want your best trump to fall with his. The thirteenth is played also to throw the lead for benefit of leader or partner. The partner must judge of the intent, and, having seen what was played of his partner's best suit, may, if C. trumps, discard and make A.'s tenace; or, having one of his own, if C. does not trump, let D. take and lead. The thirteenth is not the best card to play, if trumps are against you, for you give the adversaries their lead. Nor is it best, if you have suit of which your partner holds best card, unless you know that suit must be led him by adversary. The twelfth and thirteenth cards, therefore, are important to play or withhold, according to circumstances, and good players endeavor to make them of service.

SIGNALING.

THE term is usually applied to a deliberate call for trumps made by the play of an unnecessarily high card followed by a lower one of the same suit, and styled "the trump-signal." "You did not see my signal," is the common complaint of an amateur to his partner. If he prized the game, and what had best be done with the cards he holds, perhaps he would not have made a signal. But calling for trumps is at once the plainest and cheapest of signals in which whist abounds. Whist is a game of signals; and the main secret is that the novice, in his anxiety about the trump-signal for which he watches so closely, or which he may be so anxious to give, fails to see by the fall of the cards the many real signals that to a good player are of much greater worth. The trump-signal is much used, however, by players of English and Parisian whist. Very many players of the American game seldom use it. A fine player in Hartford says: "I will manage to play trumps when I want them played. More harm comes from posting your adversary by a trump-signal than good results from getting them led, even when you succeed in doing so." There can be

no doubt that the trump-signal is too much used. When an honour over which a tenace is held is turned on the right, a signal to call a trump through such opponent may be of much avail; and when a player holds all the high cards in his adversary's suit, or when he or his partner has an established suit that may be trumped, there is good reason for the call.

The best signal for trumps is made by discard of an 8, or of a higher card of another plain suit than that led. Unless the card so thrown be traceable because of previous play, as one to be parted with for another definite purpose, its discard can be for no other reason than to ask for a trump lead.

On the call for or play of trumps by partner, having none, the discard signal is from the weak suit; by the opponent, from the strong suit.

The holding of tierce or quart to ace is signaled by throwing away ace.

One of the best of the signals is that of American invention, trumps having been played.

The echo is another.

The discard of the second-best card of a suit, showing no more, is another.

Second hand passing a doubtful card signifies more than three trumps, or three that had best not be broken, and either second or fourth hand refusing to trump a sure trick makes a positive signal for trumps.

The plain-suit echo is not a signal, but a deliberate order of play.

The well-known practice of trump-signaling is not as much respected as it formerly was. Many players have two good reasons to give why they do not use it: first, they can manage to get in and lead trumps if they want them played; second, they want to play higher cards second hand than they would dare to do were a signal by such play suspected. Some very good players have yet another reason. They intend to give out by their play, not to be understood by the opponents, if they care to have trumps led, — for instance, through a k. or qu. turned on the right; and a good partner can so understand good play. It is not at all because the play is a signal that it meets objection; nor because it is, or may be, too plain to opponents who are watching for it; but because the making it may hinder better play. All card-playing at whist is signaling. The king played signals queen or ace; the knave played heralds the royal family; the ace led signals the highest of five; the deuce led signals the lowest of four. The cards do all the talking, and they talk incessantly. The business of the players is to watch their signals; he is a shrewd observer who can see them all.

Perhaps the most amusing of the arguments against system is that of the player who says he

"does not like conventionalities nor signals." His play is full of both, and it is impossible for him to play whist and not use both. He may not use those that are set down in system, and which are so much better than any that he can devise, but he must have some sort of method, and that is his usage or conventionality; and he must let his partner know that he at times holds certain cards, and that is indication or signaling. He may play his own hand and for that alone, and yet he will be the most anxious of men to show of what that hand consists, and in his own way to notify other players what he wants or what he does not want.

To what he chooses to call iron-clad regulations he will not yield. To system in play he objects. Anarchists object to it in government. Fortunately, the system of to-day in American whist superseding all others renders the government of the game most popular with conservative and intelligent men because of its directness, scope, and simplicity. It does away with the doubtful lead or follow, and governs the action for all the cards, so that no chance remains for equivocation. It is plain to be understood by every one who desires to act in accord with it. Perhaps there are revisions in the future, but the one wish of whist-players, that the situation of minor cards should be explained so that provision could be made for their action

when brought into play, is gratified, for American Leads and the New Play accommodate the desire. It matters less than ever before how much the adversary may learn by the lead made. The essential purpose is to give information to the partner. What the cards say is the literature of whist, and the index to the literature of whist is a system of signals.

GETTING IN A LITTLE TRUMP.

PERHAPS one of the most common of plans, and *certes* the most ordinary of plays, is that of laboring to "get in a little trump" by a hand poor in them, but rich in the possession of a plain-suit singleton. Avoiding the anathema that would be evoked by first leading the one card of a suit, the player shows his partner that he has several cards of another, and follows at once with the singleton lead. His cards so played declare, "My first lead was from my long suit, the second from my short one, which latter lead I have made purposely so that I may get in a little trump before the opponents draw it from me." If his plan succeeds, the card that he desires to trump being led from any quarter, his small trump takes a trick, the result of which accomplishment he of course considers as a gain, and he is happy.

It is quite true that the business of the player is to take tricks; but it is also true that the management of the cards for the purpose of taking them is very different in the hands of different players, and it is equally true that this mode of play belongs to the lowest order. In the matter of decision as to whether or not a trick

is gained, the circumstances are to be considered. It may be that the player, if indeed he has not done injury to his own hand, may have wrecked that of his partner. The suit of which he held the singleton may be that of his adversary, but his partner may be strong in it. If he has but a trump and another singleton, he must have two long suits. How much better to have opened one of these! After his singleton is played and his trump has gone, he has told the adversaries of his poverty in those two suits, and that he has quantity not quality in the other two. He has made his instant seizure of a trick, but may not the act be an expensive experiment? He argues that his opponents would have played trumps, taken his away, and that now he has saved it. They might have done so, but in the effort they might have lost a trick to his partner, which because of this explanatory play they manage now to gain. Moreover, his left-hand adversary can now play up to his hand. Both adversaries know where the low cards of the long suits are, and can force his partner, or with high cards take the tricks. He thinks that they could have done so if he had not made his trump; and so they might have done, but they could not have counted the hands as now they can. Paying no attention to the interest of his partner, he has demoralized the game of both. It is more than probable that if his cards

had been properly played from the first, a trick would have been made in the plain suits that must now be lost because of advantage taken of the condition the false play has imposed. The fact that he held but one card each of the trump and of the plain suit suggests that his partner may be strong in one of these, perhaps in both. Perhaps his partner wanted to have trumps played to him. He cannot know and does not care; he has succeeded in "getting in his little trump!"

As an example of this style of play and its result, — a small spade turned on his right, A. taking up ace, k., and three small clubs, the kn. of diamonds and 9 of spades and six small hearts, threw the k. of clubs that took the trick and showed his long suit; next the kn. of diamonds to show the weak one. His partner, who held ace and qu. and two small diamonds, passed the kn., which was taken by the k. D., who had 10 and 9 and 7 of diamonds, and who desired queen to be thrown by his partner if C. had it to be out of his (D.'s) way, led a diamond back. A. did not know if this was or was not underplay; at any rate, he played the suit to trump it, as his partner (B.) could get in his ace if he had it later; and as he (A.) wished to "get in his little trump," he played the 9 of spades and took the trick. He then played ace of clubs and read his partner's call. The ace took, but

he had no more trumps. Having, by his crazy notion of getting in a little trump, spoiled his own hand and ruined his partner's chances, he led a heart. If he had played his k. of clubs and followed with the ace, he could have made answer to his partner's call. The 9 of spades led by him, passed by his partner, would have drawn the ace. D., who held k., 10, 9, and 7 of diamonds, would have led the 7; A.'s kn. would have taken the trick, leaving the tenace in his partner's hand. But the delighted A., who had got in his little trump, now played a heart to C.'s best suit, who led a club for D. to ruff, and make the wreck complete.

This is an illustrative lead of a singleton second play in order to get in a little trump. They who fancy that sort of play may run out the game at their leisure. It is the worst-mannered imitation whist that is played.

THE ECHO.

MORE is implied by this term than the mere answer to a call for trumps. It is quite as likely to be a reply to what was unintentionally announced. It can be a sign that is made at the same time that it is a response to something inferred or shown. "You saw my signal," says the trump-caller. "Yes, and you saw my echo," says his partner. This is its commonest interpretation. But after a hand has been well played, A. says: "I thought that we might lose the odd trick. I could not trace the 10 until I saw your echo on D.'s lead; then I felt sure that if he led the suit again, your 10 and my thirteenth trump would give it to us."

It is important that the echo should be made at the earliest practicable moment. The readiest means for making it must be accorded. A., calling for trumps must be at once told by B. at any sacrifice of suit that he, B., has four. If the trumps are out, and either A. or C. or D. lead a suit which, having run to the exhaustion of the master cards, becomes a strength in B.'s hands, B. must announce his coming usefulness by beginning the echo. If A. leads from a long suit which is also B.'s best, or if he is strong in

it, he must tell by the retention of his smaller card or cards that he echoes strength.

The echo in plain suits that indicates four trumps is easy to make. The echo in trumps is usually easy, although the fact that partner may hold three high trumps and one very low one may hinder the sacrifice (if it really seems to be such) of one of those high cards. But the plain-suit echo which distinguishes whether C. does or does not follow suit to the ace originally led by A., but does not care, when A. leads qu. or kn. or 10 or 9, whether C. follows or trumps, is more difficult of management. If a king or any card lower than the 9 is originally led, if B. does not attempt to win the first trick he plays his lowest card, whatever number of cards he holds in the suit. But when ace is led, if C. follows suit, B. holding four cards exactly of that suit retains his lowest card, — playing of course the second best if he wishes to call for trumps, or the third best if he does not.

If the first card thrown by A., the leader, is a qu., kn., 10, or 9, B., holding four cards of that suit, and unable or unwilling to take the trick, retains his lowest card. If the suit is continued by A. or C. or D., and B. cannot take the trick, he plays his middle card. If played again, whether B. has or has not taken the second trick, he plays his highest or lowest card of the suit, according to the fall of the cards; but if he plays

his lowest he has not called for trumps. If B. is required to return the lead to his partner, he plays his highest card, no matter if he holds two more or three more of the suit. B., having retained the lowest card upon the first play of his partner, may upon some after-play discard from the suit originally led: if he does so he throws, not the lowest card, but the middle card. The fall of the small card does not indicate a call for trumps, because it must be understood that when playing this echo B. is playing, not for his own suit, although he holds four cards in it, but for his partner's suit, because his partner originally held five cards in it. The fall of the cards will determine whether A. did or did not hold five or more cards of the suit that he began with, — either qu., kn., 10, or 9, — while at any rate he upon his original lead of ace did have four more.

The echo properly played and properly watched by the partner holding the suit in which it is made of account, may prevent the opportunity being given to the opponents to trump, may induce the lead of trumps for the safety of the suit, or may convey surest information that a force may be effective against a strong trump-hand. The echo is a reply to a player who doubtingly inquires. By the card that he throws he says, "In this suit do you think you can give help?" And echo answers, "Can give help."

TECHNICAL TERMS IN AMERICAN WHIST.

A AND B. REPRESENT PARTNERS; C. AND D., THEIR OPPONENT PARTNERS. A. IS GENERALLY REFERRED TO WHEN THE TERM "YOU" IS USED WITH REFERENCE TO PLAY. IT WILL BE NOTED THAT THE TERMS "SINGLE, TREBLE, LOVE, SLAM, RUFF, BUMPER," ETC., ETC., ARE NOT USED IN AMERICAN WHIST.

American Leads. See p. 105.

Bring in. To make the cards composing a suit after trumps are out.

Call. See Signal.

Command. The winning cards over all that are in play.

Conventional. A term applied to an established usage, as the "conventional" play of ace, qu., holding kn. and one small.

Coup. A French word anglicized, which means a stroke that gains advantage; a brilliant play.

Coup de Sacrifice. The giving a master card, sure to take a trick, to the opponent.

Court Cards. Ace, k., qu., and kn.

Deschapelles Coup. The play of the k. at the head of many to force the ace in order that partner may afterward make qu.

Discard. The card of another suit than that led, thrown away.

Echo. The play purposely of a card that does not take, followed by the play of a lower card of the same suit, partner having called.

Eleventh. The master card of three in play, ten having been played.

Establish. So to play that you gain command of a suit.

False Card. One played contrary to conventional or accepted rule.

Finesse. The play of a card lower than one that you hold not in sequence with it, or the passing a card played by your partner when you hold a higher card. Finesse can also be made upon the card that is thrown by the opponent. Deschapelles has six classifications (*vide* p. 222): —

The finesse proper.
The returned finesse.
The finesse by trial.
The forced finesse.
The finesse by speculation.
The finesse on the partner.

Clay says the varieties of the finesse are infinite, but treats especially of the Finesse Speculative, which means the play of a third card holding first, but not second best; and the Finesse Obligatory, which is the playing

of a card not your best that threatens to bring down one much higher from the opponent, you taking the risk of his holding a lower card, high enough, however, to take the card you play.

Follow. The play of second, third, or fourth player.

Force. A winning card played to exact a trump from the adversary, or a losing card to be trumped by your partner.

Fourchette. A fork, *i. e.*, the card higher and the card lower.

Fourth Hand. The last player upon a trick.

Game. Seven or more points made by tricks.

Grand Coup. The throwing away of a superfluous trump, or the taking by trumping of the partner's trick, that the lead may be thrown back to him ; or the under-trumping a trick, whether trumped by your partner or opponent, for the purpose of throwing the lead.

Guarded. A high card is guarded when smaller cards of the same suit are with it to be played upon higher cards than itself.

Hand. The thirteen cards received from the dealer.

High Cards. The ace to the 9 inclusive.

Honours. Ace, k., qu., kn. of the trump suit.

Lead. The first card played of any round.

Leader. The first player in any round.

Leading through. Playing a card of a suit in which the left-hand adversary is strong.

Leading up to. Playing a card of a suit in which a high card is held by the right-hand adversary.

Long Cards. Those remaining in a hand when all the rest of a suit have been played.

Long Suit. See Suit.

Long Trump. The thirteenth, twelve having been played.

Low Cards. The 7 to the deuce inclusive.

Make. To take a trick is to make it.

Master Card. The highest card and sometimes the second best not played.

Middle Card. The 8.

New Play. See p. 125.

Opening. The first lead in each hand of each player.

Pass. You are said to pass when you, third hand, holding a higher one, throw a smaller card of the suit than some one that has been played. It is, too, another word for finesse upon your partner.

Plain Suits. See Suit.

Points. The number of tricks over six. Points are kept independent of games and rubbers. All points that are made by each side are counted.

Reëntry. A card of reentry is one that, winning a trick not led by its holder, enables

him to bring in a suit, or throw a lead to advantage.

Register. The account kept of the number of rubbers played and points made.

Renouncing. Playing a card of another suit upon a suit led.

Revoke. The play of a card of another suit while holding one of the suit led.

Round. Every four cards played in succession after the turning of the trump card.

Rubber. The second consecutive game won by two players, or the third game won by the same players who won the first, the second having been won by their opponents.

Saw. The play from partners to each other of suits that are trumped third hand.

Score. The registry of points made upon the game.

Second Hand. The elder hand, he who plays immediately after the leader.

Sequence. Two cards or more that follow in regular order. The ace, k., and qu. is a tierce (sequence) to the ace; and when the k. and qu. have been played, ace, kn., and 10 form a sequence. Tierce is a sequence of three cards, quart of four, quint of five, sixieme of six, septieme of seven. A head sequence is the consecutive three or more of the largest cards of the suit in your hand; an intermediate sequence is neither

at the head nor foot of the suit, and a subordinate sequence is one of smaller cards than those that compose the head sequence.

Short Suit. See Suit.

Shuffle. Change of the relative position of the cards.

Signal. The call; the echo; a request or reply made by the play. The play of the ace or of the highest card in play of any plain suit upon a lead of any other suit signals no more of that suit, or the entire command of it. The play of the second-best card of a suit in play, as a discard, signals no more of that suit. The play of a card not as low as could have been properly played, followed by the play of one lower, is a signal or call for trumps. An indication given by the cards that a certain number of trumps are held, or that certain cards help to form a suit, etc. Whist is conversational, that is, the cards speak, not the players; and so the game is full of signals.

Singleton. The one card only of a suit.

Spread. Distribution of the pack, backs uppermost, that cards from any part of it may be drawn.

Strengthening Play. Getting rid of high cards to give value to lower ones, and so make strong the partner's hand.

Suit. A series of cards whose modern names

are spades, hearts, clubs, and diamonds. A trump suit is composed of the cards in each hand that are of the series, one of which is turned by the dealer. The other three are plain suits. A long suit is one of four cards or more; a short suit, one of three cards or less. A strong suit is one of high cards; a weak suit, one of low cards, or a short suit of high cards.

Tenace. The best and third-best cards in play of a suit is a major tenace; the second and fourth best, a minor tenace.

Third Hand. The partner of the leader.

Thirteenth. The card of any suit in hand after twelve of that suit have been played.

Throwing the Lead. Playing a card that imposes an obligation on the part of another player to take the trick.

Trick. The four cards played in a round, taken and turned.

Trump. One of the suit of the trump card.

Trump Card. That turned at the right hand of the dealer.

Twelfth. One of the two cards in play of a suit, eleven having been played.

Underplay. Playing a low card, retaining a high one of same suit.

Winning Cards. The highest in play of the suit.

INFERENCES.

THE chances for drawing inferences belong to every round played. The necessity for close attention to the business of the game is enforced by this consideration.

If the leader plays ace of trumps,	the inference is, he has the king and no more, and good cards in other suits.
Any trump but the ace,	has five or more, and good cards in plain suits.
Ace, plain suit,	has king only, or qu. and kn., or kn., or 10, and others, or four or more low cards.
King,	has ace or queen, or ace and two others, or qu. and two others.
Queen,	has both ace and k., or k. and three, or kn. 10, or kn. and three others.
Knave,	is the lowest of a quart sequence, with others, or has k., qu., and two others, or 10, 9, and others.

10,	has k., kn., or sequence of which 10 is lowest.
9,	has k., kn., and others, but not ace or qu.
8, 7, 6, 5, 4, or 3,	has four or five cards in the suit, of which this is the original fourth best, and represents the best suit of the hand.
2,	has not five trumps, has not ace of the suit, nor ace and k., nor k. and qu. of any suit; has not tierce to knave; can have but four cards of the suit.

Second Hand.

Ace, excepting on k., qu., or kn.	has no more, or has five of the suit.
King on low trump,	has but one more.
King on plain suit,	has ace, or no more.
Queen,	has k., or ace and 10, or no more.
Knave.	has qu. and ace, or is lowest of sequence, or has qu. and one other, or no more.
10,	has kn. and one small card, or no more.

9,	is lowest of sequence, or second to some higher card, or no more.
Any other card,	has none lower, or is beginning to call.
Trumps a doubtful trick,	has not more than three trumps.
Does not trump a doubtful trick,	has four or more trumps,

Third Hand.

Ace,	has not k. or qu.
King,	has not qu.
Queen,	may have ace or k., but has not kn.
Any other card, on a low card led,	is the highest he has of the suit, unless it is the lowest of a sequence, or unless he cannot play higher than a card on the table.

Fourth Hand.

Wins the trick,	has no card which would take, lower than that he plays.
Does not win the	has no higher card than

trick not already his partner's,	one played, or desires the lead to remain with another player.
Any card played,	does not hold the card next below it, unless calling.

Second, Third, or Fourth Player.

Refuses to trump a trick certainly against him,	is strong in trumps, and wants them led to him.
Any discard made upon partner's play,	is of the weakest suit held.
Any discard made upon opponent's play,	is of a strong suit.
Discards the best of any suit,	has next best and entire command.
Discards second best,	has no more.
Discards or plays, when not trying to take a trick, at any time during the hand, a card of a suit, then one lower; or throws of another suit an 8 or any card higher.	demands trump lead.

Plays any card,	has not the one next lower.
Wins with a high card, and then plays a lower one with which he might have taken the trick,	has all the intermediate cards.

HOW TO LEARN WHIST.

UNDER this and similar captions, the ambitious amateúr has in books and pamphlets been assured of a quick and easy way to become a whist-player. Even writers of note have encouraged hurried progress. Drayson, in 1879, in his "Art of Practical Whist," said: "The correct lead ought to be learned in one or two hours." After ten years more of whist practice, General Drayson is now learning American leads. Clay in his "Treatise" told his readers that he "set to work to find whist out, and was surprised at its simplicity." A few years later he ascertained that intermediate sequences were abstruse. Cavendish is more guarded. He says, "If to theoretical *perfection* you add the power of *accurate observation* and of *acute perception*, together with a *thorough comprehension* of the whist capacities of partner and opponents, you have all the *elements necessary to form* a master of the science." But Deschapelles says: "A man may play whist for several weeks. He will then find it necessary for him to apply his knowledge for *three or four years before he discovers* what a difficult game it is."

The laws or the rules may be huddled into a

little tract, but it takes eighty pages of a volume by Cavendish to inform third hand alone of the variety of play upon his partner's lead. It is a sorry whist that a man learns who will not study. The first card that he throws from any hand may be the right one according to his little book, but what of all the rest? And even that play is mechanical, since he can know nothing of the principle that makes it proper.

Whist is an abstract science which treats of the action of fifty-two representatives of five mental powers, — observance, memory, inference, calculation, and judgment. By practice only with cards, it can no more be learned than geology can be learned by handling minerals; than architecture can be learned by planing lumber or driving nails. The learner of whist must be a student, or he can never be an actor. Practice is of no avail unless principle controls it. A game at whist is so changeful in details that it is impossible for a man unversed in its principles to govern the vagaries of the cards. The whist-player is he who, on taking up his thirteen cards, knows at once what upon principle had best be done with them, — which one to play and why he plays it; whether it is better for the future of the hand to retain the play, or give it to his partner; to keep the lead, or to throw it to an opponent; to open a suit or to hold it; to lead from plain or trump suit and why; to

estimate the value of the trump card in reference to the hand he holds; to calculate its probable influence on the result of the play; to note the mathematical rank of the several suits; to resolve upon the force that is to come; to decide upon its acceptance or denial; to make an issue or to avoid one; and in a word, to see the end from the beginning. The cards are informatory, and he reads them as they fall. The smallest card of a plain suit led at the commencement of a game says: "This hand has not five trumps, nor has it five cards of any suit. It has not an ace and king, nor a king and queen, nor a tierce to queen or knave." At another time, the same card says: "There were five of this suit, of which one has been played, and it is now strong for service." And again it says: "Play a trump to this hand, for it will take the responsibility of the game." And yet again: "There were four trumps here when you called, and two remain to help you." See how consideration must serve the man who watches and listens to the conversation of *all* the cards.

The way to learn whist is, first, to learn its laws and rules and *principles*. Then play over hands that are illustrated. Study each play of lead and follow. Know the reason that induced it. Ascertain if, in accordance with principles, any other or better line of action could have been taken. Do not be in haste to visit

the club table. Practise at home first, and have constant reference to the text-book. Deal the cards into four packets, and play each one as well as possible in behalf of the hand to which it belongs. Become familiar with the uses of unblocking, overtrumping, and finesse, and also know when in play to avoid as well as to employ them. When you begin to practise with other players, do so with the best whom you can choose. Any of them will welcome a man of your calibre and determination.

This book is a compilation of the opinions of the best players of American whist. Study it earnestly and frequently. You cannot know the order of the game too well. Study the Hands at the close of the volume, and all the reasons for the various plays. Practise with good players five or ten years, and then, although the combinations change with every hand, you will have seen but little of the variety of whist. Meantime you will enjoy its delightful multiplicity of expressions. American whist is recreative work, enjoyable labor, paradoxical as that may sound: its riddle is fascination; its practice is intelligent employment; its play is mathematical induction; its result is intellectual gain.

A HAND AT CARDS.

CAVENDISH in his Card Essays gives us the story of "The Duffer Maxims," and some anecdotical matter of an amusing nature about the *talkers.* By way of appendix to sober instruction, we have thought to introduce the conversation *verbatim* during a single hand of four persons seated for the purpose of "playing whist," as each of them called the performance, — literally, however, a rollicking exhibition that should be named

PLAYING AT PLAYING WHIST.

The play is by the five-point game. The score is 0. C. deals and turns the 9 of hearts.

"There," says C., "that 's the way you treat *me.* I never get an honour in the world, but when *I* cut, somehow I always cut one for somebody else."

B. takes up his hand, sorts it. It is composed of ace and 2 of spades, kn., 6, and 3 of hearts, qu., kn., 9, and 7 of diamonds, and 7, 6, 5, and 4 of clubs; and he begins the usual growl.

"I should like to know how anybody is going to get anything out of this. I never *can* get a hand." [That is to say, he does not hold ace, k., and qu. of three plain suits and the four honours in trumps. Give him these cards every time, and he would be pleased to play whist.] "I suppose I must play something. There 's a diamond; that 's according to rule, anyhow," and throws the 7.

"You don't strike me very heavily," says D., "but I can follow suit," and throws the 6. He holds the k., 10, 8, 7, 6, of spades, the k. and 7 of hearts, the ace, k., qu., and 2 of clubs, and the k. and 6 of diamonds.

"I can take that," says A., throwing the ace; "that is, unless it 's trumped." He holds the 5, 4, and 3 of spades, the ace, qu., 10, 4, and 2 of hearts, the ace, 10, 8, 3, and 2 of diamonds, and no club. "Are you going to trump that, C.?"

"No," says C., "I can't trump anything, nor take anything either, I guess," and plays the 4. He holds the qu., kn., and 9 of spades, the 9, 8, and 5 of hearts, the kn., 10, 9, 8, and 3 of clubs, and the 5 and 4 of diamonds.

"Now," says A., "let 's try a little trump," and throws the 4 of hearts.

"Coming at us early, are you?" says C., and he plays the 5.

"I 'll try to get that," says B., and throws the kn.

"No you don't," says D., and bangs the k. upon the trick.

"Well, I did n't expect it," says B. "It was the best that I had. If we get out of this without losing the whole thing, *I* shall be glad."

"Now," says D., "there 's a club for you," throwing the k.

A. determines, "I 'll let that travel," and throws the 3 of spades; C. 3 of clubs, B. 4. "I did n't know but you might have the ace," said A. to B. "He might have led from king and queen."

"Yes, that 's so," said B.; "of course you could n't tell." [N. B. Trumping the trick would have made no difference in result.]

"Well, I 'll have one of your trumps, anyway," says D., and throws the queen of clubs. A. trumps unwillingly with the 2 of hearts; C. plays the 8 of clubs, and B. the 5.

"Now, we 'll see about this," says A., and plays the 10 of hearts. He remembers that the k. and kn. have fallen, and thinks he knows whist pretty well to lead the 10 now instead of the ace. C. plays 8, B. 3, D. 7. "You have another," says A. to C., for he remembered the 9 was turned, — another positive proof to himself of great proficiency in whist. A. qu., C. 9, B. 6, D. 6 of spades.

"Now I 'll give my partner his suit." Proof number three of skill and information about the

game; and he throws the 3 of diamonds, C. 5, B. kn., D. k.

"I 'll have that trump anyhow," says D., and plays the ace of clubs, displaying *his* embracing knowledge of whist, that will not only not let a trump remain in the opponent's hand, but dares to sacrifice a high card to bring it out. D. ace of clubs, A. ace of hearts, C. 6 of clubs, B. 5 of clubs. Then A. plays 2 of diamonds, C. 9 of clubs, B. qu. of diamonds, D. 2 of clubs; B. 9 of diamonds, D. 7 of spades, A. 10 of diamonds, C. 10 of clubs; A. 8 of diamonds, C. 8 of spades, B. 7 of clubs, D. 9 of spades. Three rounds in silence. No help for it.

"Now," says D., "we 'll have something else." A. leads the 5 of spades; C. plays qu., B. ace, and D. 10.

"Any more aces?" says D.

"No, only a little spade that I suppose you will get," says B., and plays the 2, taken by D.'s king.

"All right, we 're three by card," says B. "I should never have guessed it by the looks of *my* hand."

"You must remember I helped you a little," says A.

"We stopped you from going out, that 's all that I thought we *could* do," says C.

"Well, we got all that there was; there did n't any of them get away," says A.

"Come on, it 's my deal," says B. "Cut the cards?"

"Yes, and I suppose cut you an honour," says C.

And so the game goes charmingly on.

This, and like to this, is the talk or the thought of hundreds of card-handlers. These players had no idea of what the cards they held were capable, and thought that they were really playing them in accordance with their value. Let us place the same cards in the hands of good American whist players, who read them as they fall, drawing the inferences they offer, but under the law of their game speaking not a word, and see how A. and B., *from the same beginning*, compel the entire game before the adversaries secure a trick.

B. throws the 7 of diamonds, the correct lead from his hand; D. plays the 6. A. instantly reasons in this wise: "My partner must have three higher cards. He cannot have k. and qu., or he would have led the k.; he cannot have k. and kn., or he would have led the 9; he holds the qu., kn., and 9. The 6 is played on my right. D. is probably not calling, for I have five trumps. Either the k. is there alone, or D. has no more. If he has no more, k. with another held by C. will take at any rate. I must pass the trick to catch the card upon my right."

All this that takes so long to write and to read flashes instantaneously through the mind of a good player.

A. throws the 3 of diamonds, for not only must he not play the ace, but he must not take the trick because he must not have the lead; C. throws the 4. B. at once takes in the situation and leads the highest of his trumps. D. can gain nothing by refusing to throw k. If A. has ace, and k. is not played, A. will not cover kn.; and if C. has either ace or qu. (for B. can have neither of these), C. is to be helped by D.'s play, calling, in trumps, two honours for one. If A. holds both ace and qu., of course D.'s play is fruitless. B. kn. of hearts, D. k., A. ace, C. 5. A. draws the other trumps with qu. and 10, plays the ace of diamonds on which the k. must fall, and continues the diamonds, — B. having thrown the kn. on ace that he may be out of A.'s way, for from C.'s play of the 4 and 5 the rest of the diamonds are marked with A. B. having taken the small diamond next led with the queen, throws the ace of spades, as he sees that with A.'s diamonds and trumps the game is won. B. leads the 9 of diamonds, A. takes with the 10, plays the 8, and then the trumps; claiming five points and game.

As we close this text-book devoted to the stu-

dents of the wondrous game, we kindly recommend those who are careless about the proprieties to contrast the *manner* of this play of the same cards, to consider the folly of making remarks while the game is in progress, and to derive such satisfaction as they may from the illustration that defines the difference between PLAYING WHIST and playing at playing whist.

SKILL IN WHIST.

INTELLECTUAL recreation recognizes but two great games, — whist and chess. Practical chess is decision upon inspection of visible situation. Practical whist is calculation upon analysis of unseen condition. In chess, there is no element of luck; the best judge of position wins. In whist, chance is a prominent factor, and the race may not be to the strong. The general whist-player says, "Give me the cards and you may have the science." The first-class player replies, "The game is with the winner of the points; the glory may be with the loser."

It is when the fine player by skill demoralizes chance that he claims the victory. The player of the first force retains his title, however Fortune may dispense favor.

THE illustrated Hands that follow present the advantages of skill in whist. In some of them superiority on the part of one player or more than one in the management of cards is shown. The first four were played through by players of different rank respectively; the rest are representations of play of special and peculiar combinations. All the hands are from actual play.

HAND 1.

FOUR ordinary players, unaware of the resources of the cards held by each, play them in usual manner.

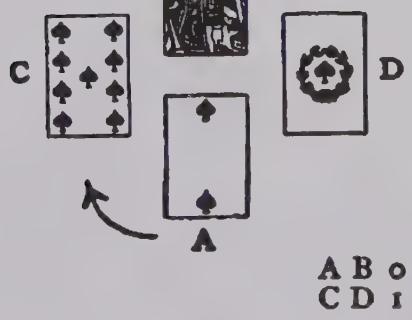
The score is A B, 5; C D, 6. 2 h. turned.

A's HAND.

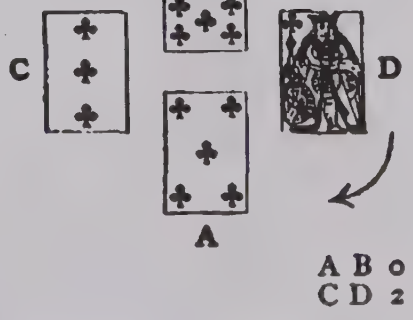
S. Kn., 7, 4, 2.
H. 10, 9, 4.
C. Qu., 6, 5.
D. Ace., kn., 10.

THE PLAY.

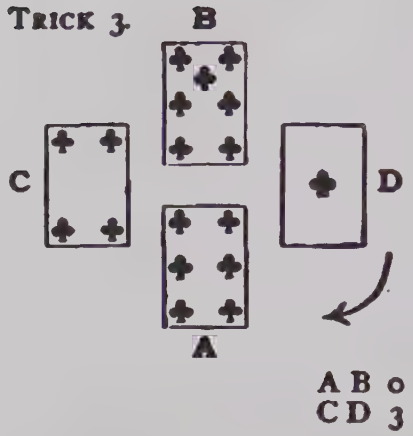
TRICK 1.

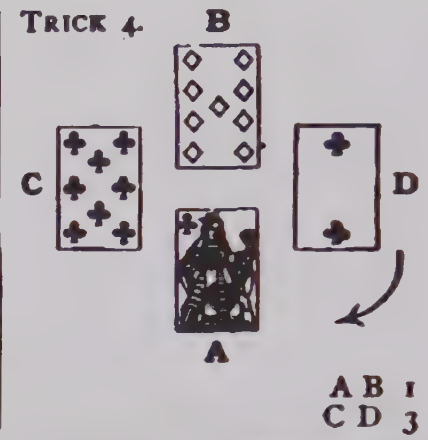


TRICK 2.

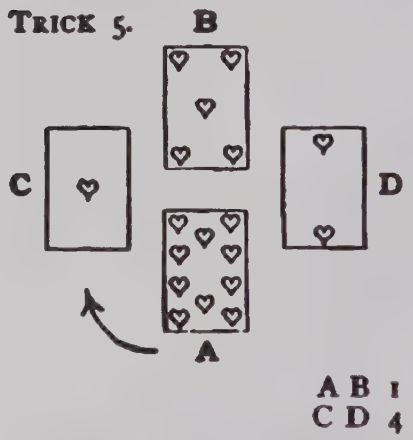


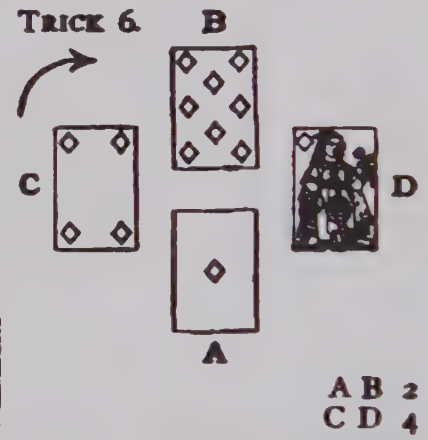
Trick 1. The 2 s. is the correct original lead; the ace is not held by A, and his longest suit is spades.



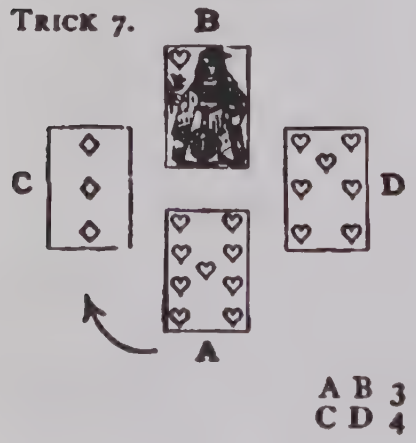


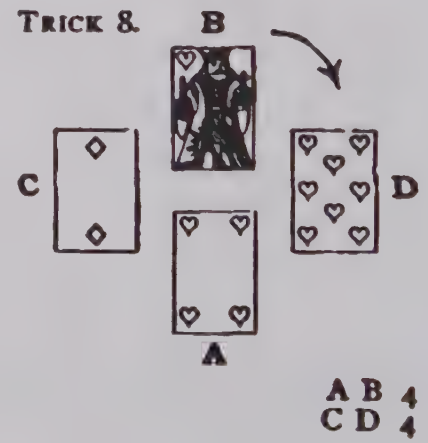
Trick 3. B has called. Trick 4. D, seeing call of opponent, continues suit.



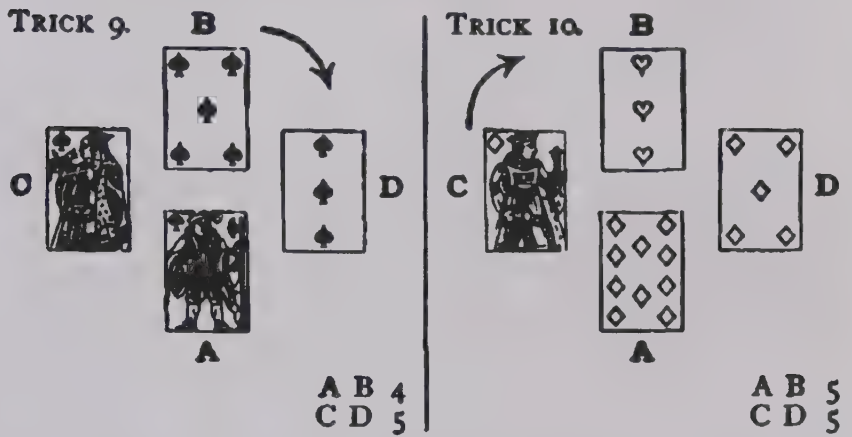


Trick 5. A responds to call. Trick 6. C leads fourth best diamond.

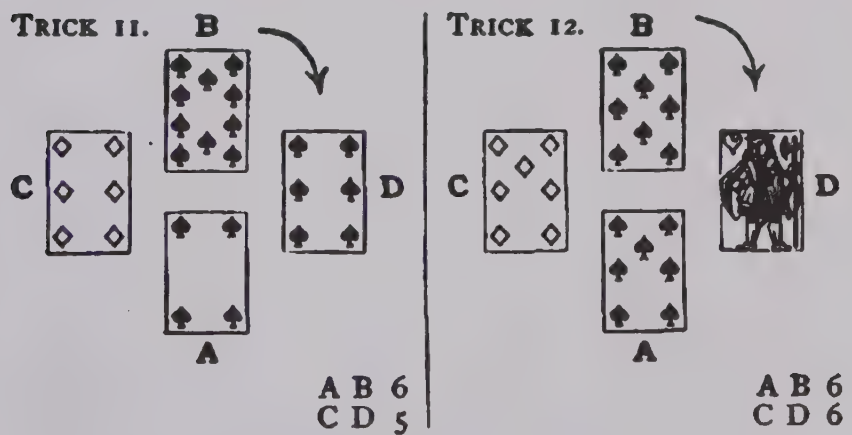




Trick 7. A, who has properly led the highest of three trumps to his partner's call, now leads second best, showing but one (if any) more in hand.



Trick 9. B returns his partner's suit. Trick 10. C plays to win the trick or force a trump.



Trick 13. D plays the 9 c., which B wins with the last trump, and A B make the odd card.

THE HANDS (A'S HAS BEEN GIVEN).

	C's Hand.	B's Hand.	D's Hand.
S.	Qu., 9.	K., 10, 8, 5.	A., 6, 3.
H.	A.	K., qu., 6, 5, 3.	Kn., 8, 7, 2.
C.	Kn., 8, 4, 3.	10, 7.	A., k., 9, 2.
D.	K., 7, 6, 4, 3, 2.	9, 8.	Qu., 5.

REMARKS. — This hand is played throughout in the most regular, routine way. One of the two parties must make the odd card, and A B score it. We recommend the student to play it over carefully, and then to study the next hand in diagram.

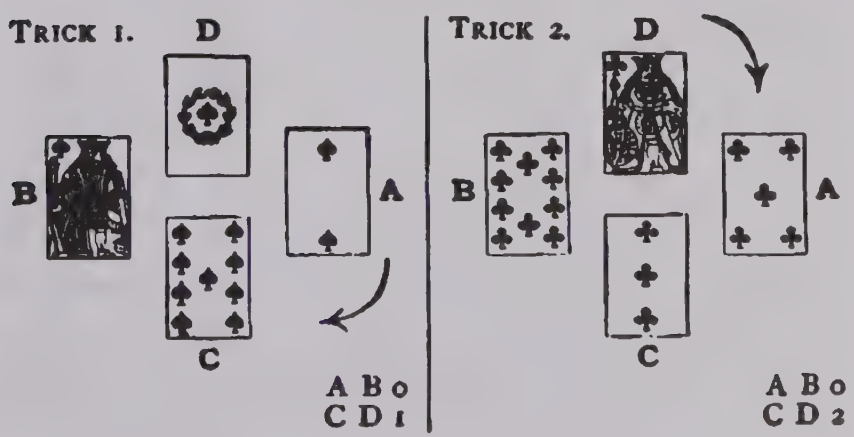
HAND 2.

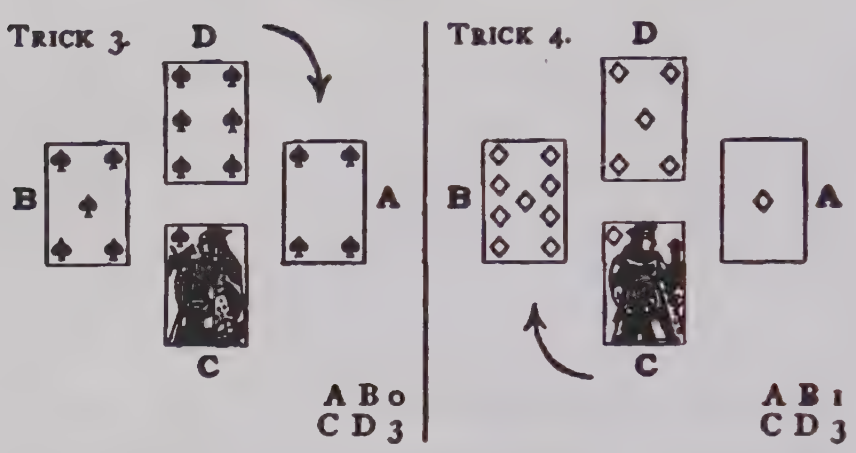
Two fine players, C D, against two ordinary players, A B, play the same cards held by C D in Hand 1, and win the game. All the hands, the score, the lead, and trump card, the same as in Hand 1.

C's Hand.

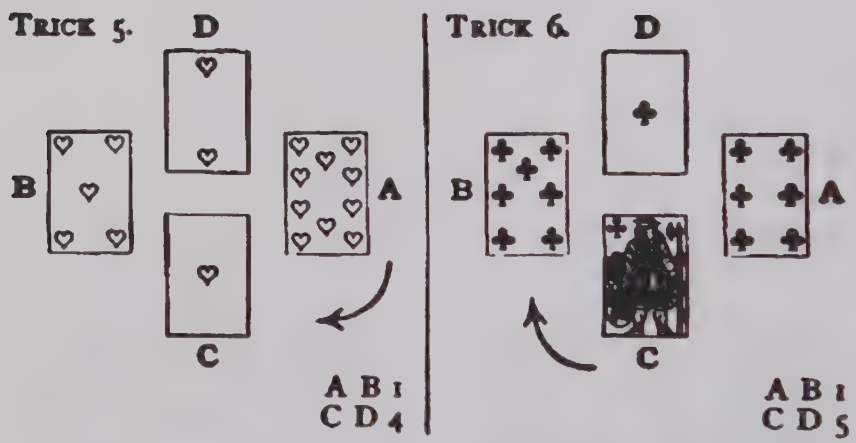
S. Qu., 9.
H. A.
C. Kn., 8, 4, 3.
D. K., 7, 6, 4, 3, 2.

THE PLAY.

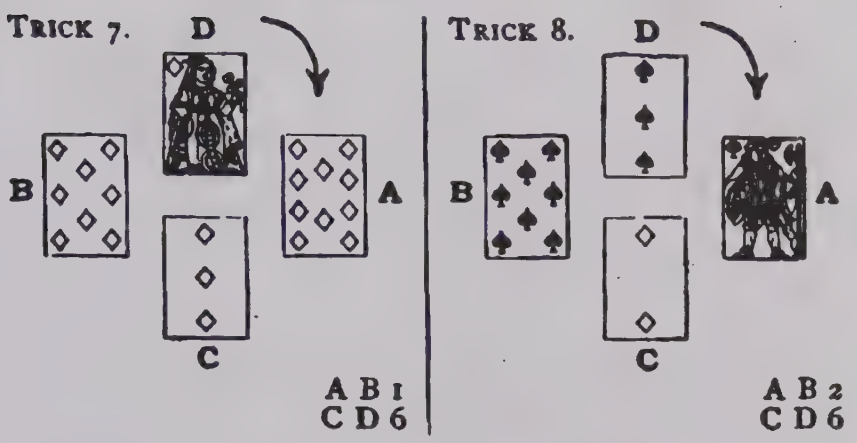




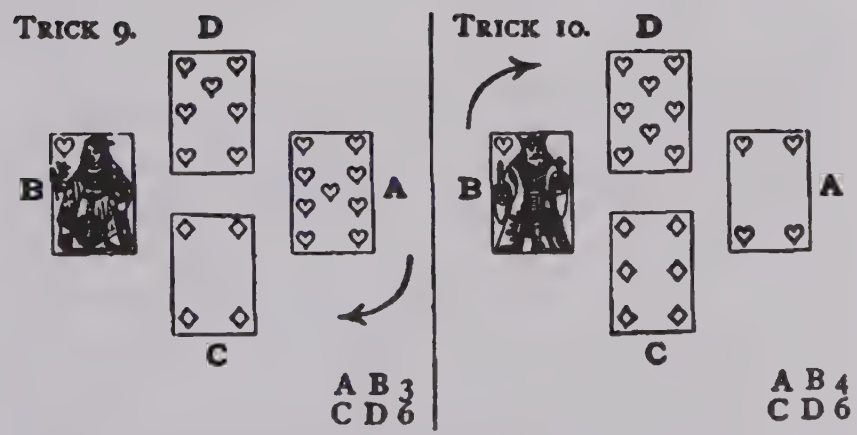
Trick 3. The 6 s., because B cannot have qu., nor A both qu. and kn. Trick 4. The k. d., the play of the hand. See Remarks.



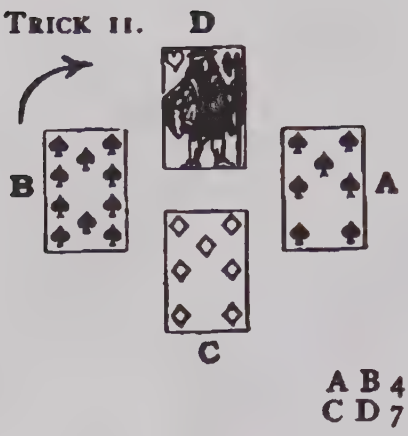
Trick 5. The 10 h. in response to the evident call. Trick 6. Two fine plays. C leads the best card of his partner's suit; D takes with ace in order to lead the best diamond.

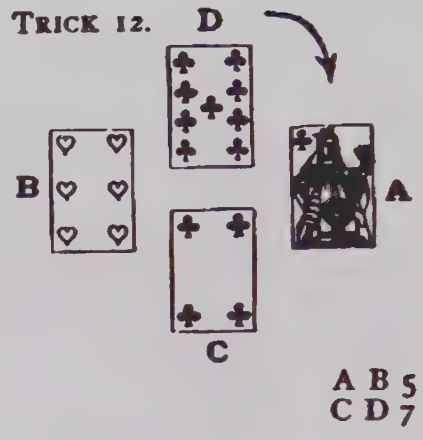


Trick 7. The qu. d. before a discard can be made. B has finished a double call. Trick 8. The 3 s., purposely to throw the lead.



Trick 9. A continues trump lead with his second-best card, showing but one more.





Trick 13. B's last trump takes the trick, but C D have made the odd trick and game.

THE HANDS (C's HAS BEEN GIVEN).

	B's HAND.	D's HAND.	A's HAND.
S.	K., 10, 8, 5.	A., 6, 3.	Kn., 7, 4, 2.
H.	K., qu., 6, 5, 3.	Kn., 8, 7, 2.	10, 9, 4.
C.	10, 7.	A., k., 9, 2.	Qu., 6, 5.
D.	9, 8.	Qu., 5.	A., kn., 10.

REMARKS. — Comparison of the play of C D with that of C D in Hand 1 will show that management of the cards is of consequence. At trick 4, C surrenders his hand for his partner's benefit. He does not, of course, know where the diamonds are, but he can do no greater good than by giving his partner the benefit of his best card. C plays well in trick 6, giving his partner the best card of the suit. Although A B have played properly, C D by superior play win the game.

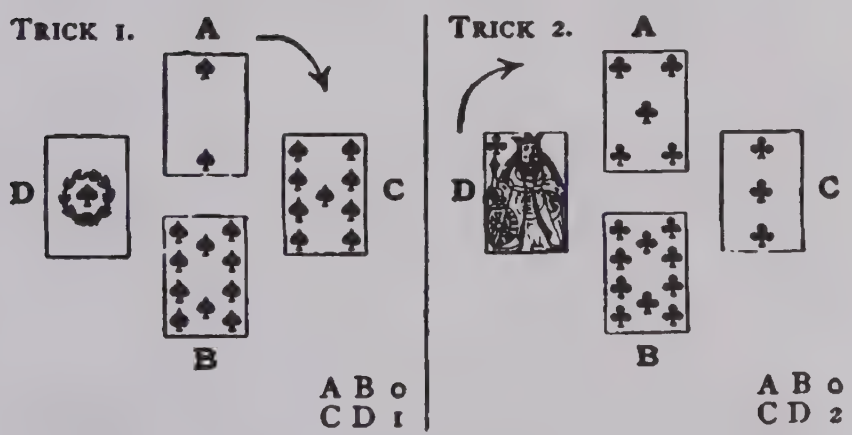
HAND 3.

Two fine players, A B, against two ordinary players, C D, play the same cards held by A B in Hand 1, and win the game. All the hands, the score, the lead, and trump card, the same as in Hand 1.

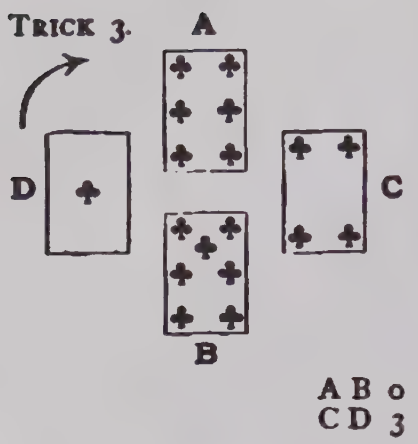
B's Hand.

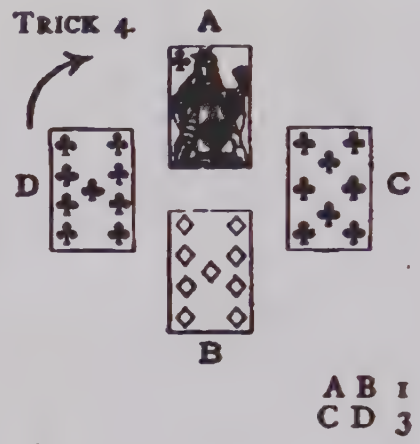
S. K., 10, 8, 5.
H. K., qu., 6, 5, 3.
C. 10, 7.
D. 9, 8.

THE PLAY.

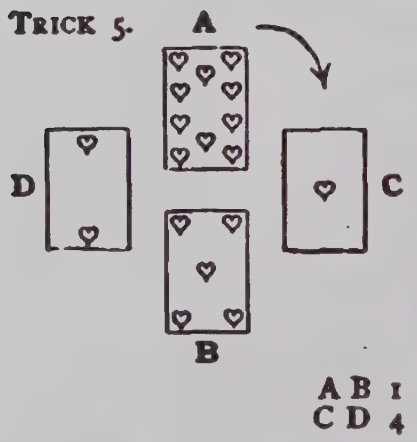


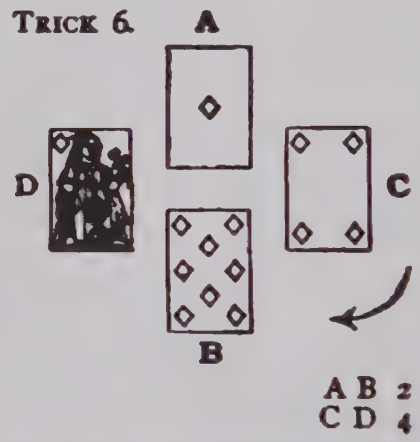
Trick 1. The 10 s., the proper play. B sees that his partner has not ace, and that he leads from four.
Trick 2. B begins his call.



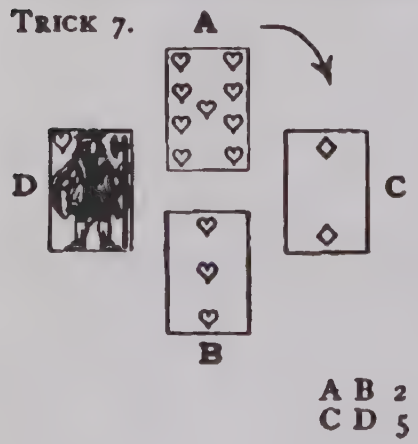


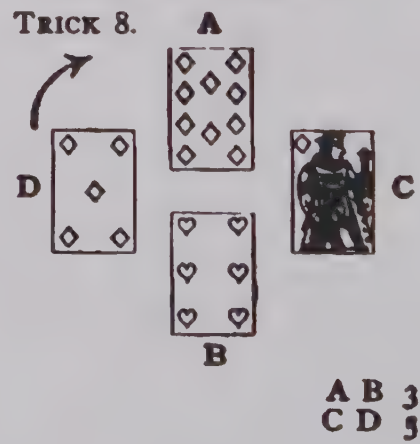
Trick 3. B finishes his call.





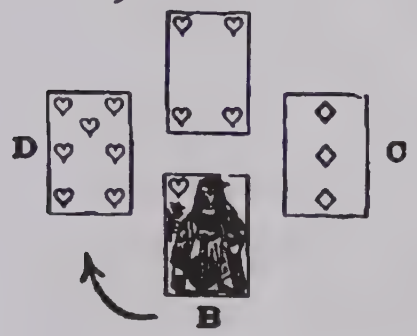
Trick 5. The best heart of three in answer to the call. Trick 6. The fourth-best diamond led by C, the almost inevitable play of the general player.





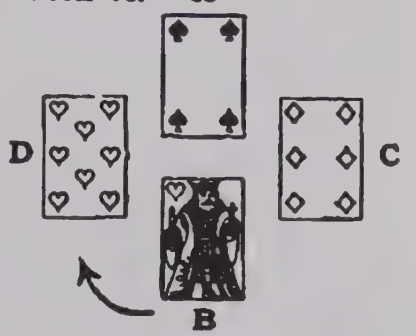
Trick 7. B's play of 3 h. is very good. Trick 8. D has no better lead than the diamond.

TRICK 9.



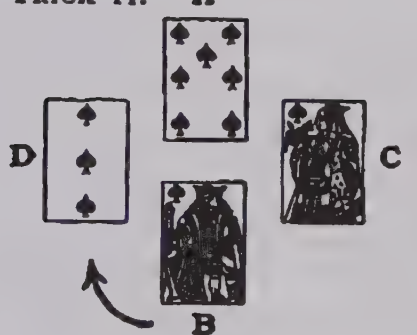
A B 4
C D 5

TRICK 10.



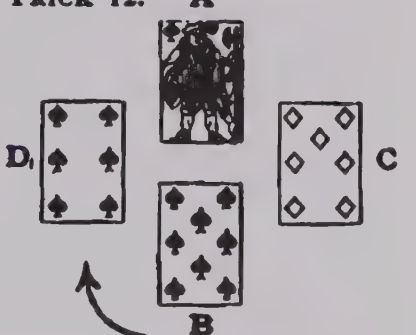
A B 5
C D 5

TRICK 11.



A B 6
C D 5

TRICK 12.



A B 7
C D 5

Trick 13. A makes the kn. d., and A B have 2 by cards and game.

THE HANDS (B's HAS BEEN GIVEN).

	D's HAND.	A's HAND.	C's HAND.
S.	A., 6, 3.	Kn., 7, 4, 2.	Qu., 9.
H.	Kn., 8, 7, 2.	10, 9, 4.	A.
C.	A., k., 9, 2.	Qu., 6, 5.	Kn., 8, 4, 3.
D.	Qu., 5.	A., kn., 10.	K., 7, 6, 4, 3, 2.

REMARKS.—The reading of the cards by A B, their discards and the force, are features in the play of the hand. A having led the lowest of his suit of four, C follows with the 9 and B, holding k., 10, 8, 5, plays, as he should do, the 10. B sees that A has not the ace, for he has led the 2; also that he has not qu. and kn. He probably has one of these. C has not qu. and kn., but may have ace. B may have one or two honours, and against them B finesses. The 10 draws the ace, as B properly thought it might do, and B is left in command of his partner's suit with a good tenace in it, and a strong trump suit to help to make it. B now plays for the game, and in the next round begins his call, finishes it in the next, and throws his highest diamond on the club trick taken by A. C shows but one trump, and on C's lead of 4 d., the careful one to save his k., which most players would be sure to make, B finishes his call. B passes the trump in trick 7 that D may make kn. h., and have the lead. Whether D leads club or diamond is immaterial: the play of B is very strong over what would be the ordinary play of the hands held by C and D.

HAND 4.

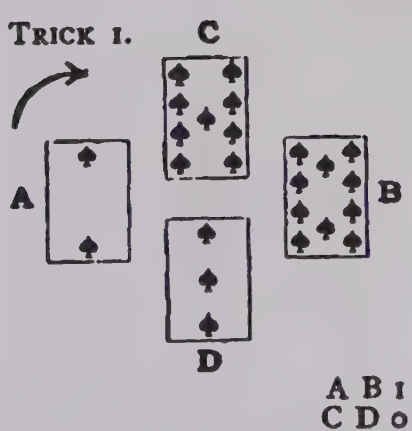
ALL fine players. All the hands, the score, the lead, and the trump card, the same as in Hands 1, 2, and 3.

D'S HAND.

S. A., 6, 3.
H. Kn., 8, 7, 2.
C. A., k., 9, 2.
D. Qu., 5.

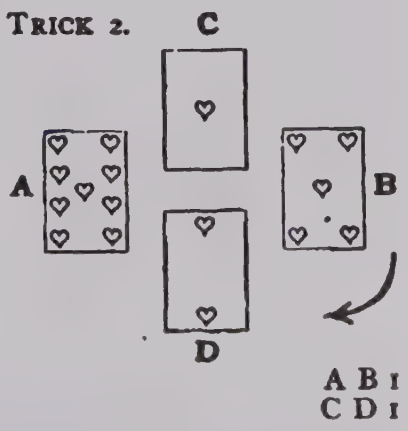
THE PLAY.

TRICK 1.



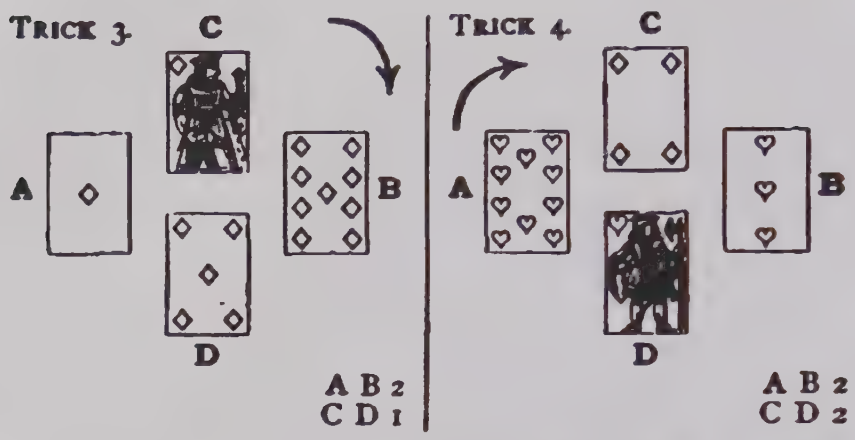
A B 1
C D 0

TRICK 2.

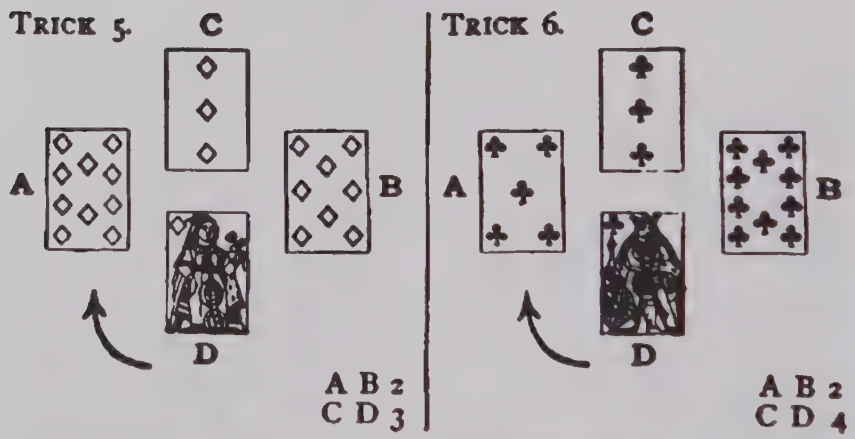


A B 1
C D 1

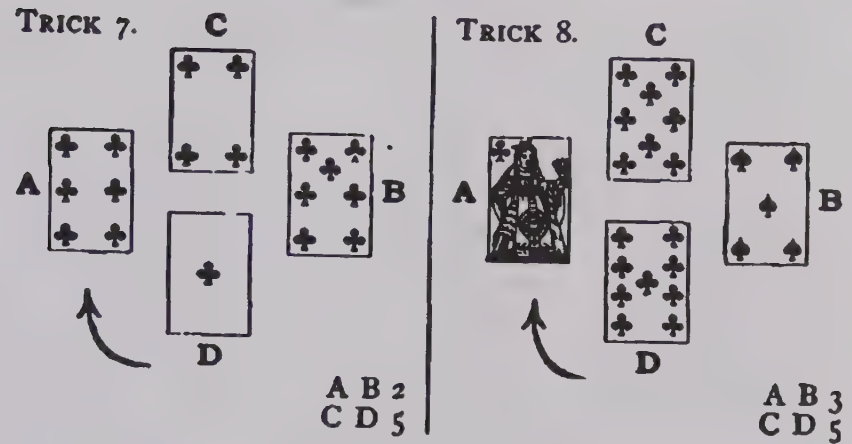
Trick 1. D properly declines to take the trick. See Remarks. Trick 2. B leads the fourth-best trump.



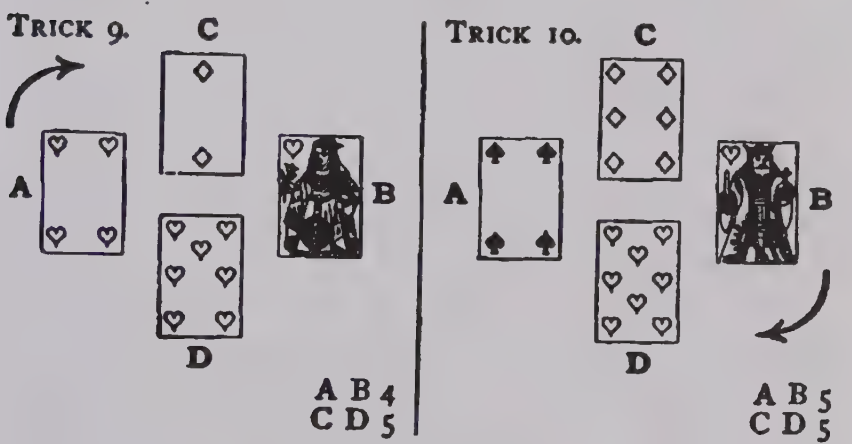
Trick 3. The k. d., a fine play. Trick 4. The 10 h., showing but one more. B sees that he cannot draw kn. h., and forces its play.

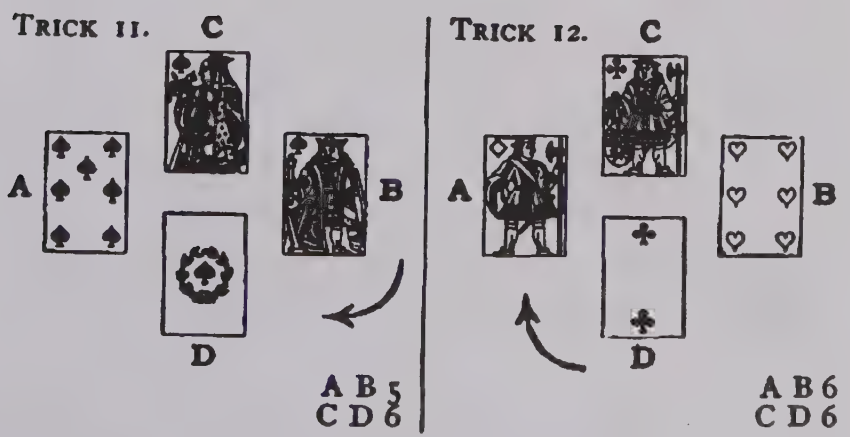


Trick 5. The qu. d., to make the trick before discard of B, for C has shown six diamonds on trick 4. Trick 6. The k. c., preparatory to play of small one, if the fall of the cards warrants it.



Trick 7. B asks for the last trump.





Trick 11. D's plan of keeping control of the spade suit is available now, and saves the game.

Trick 13. B leads 8 s. which A takes with kn., and A B make the odd card.

THE HANDS (D's HAS BEEN GIVEN).

	A's HAND.	C's HAND.	B's HAND.
S.	Kn., 7, 4, 2.	Qu., 9.	K., 10, 8, 5.
H.	10, 9, 4.	A.	K., qu., 6, 5, 3.
C.	Qu., 6, 5.	Kn., 8, 4, 3.	10, 7.
D.	A., kn., 10.	K., 7, 6, 4, 3, 2.	9, 8.

REMARKS. — D, who is expected by all common players to take a trick whenever he can get one, sees the importance of at once giving the lead to his adversary. He sees that neither A nor C have both k. and qu. s., and can afford to wait developments. The lead may be from k., qu., or kn., but C has thrown 9 second, and has but one more. B leads a trump, and C's play shows D the three high cards against him. C plays his strengthening diamond, A, taking, leads the 10 h., and B reads the four original trumps of D. Forcing the play of kn., B throws the lead. D at once makes the diamond. B, throwing 10 c. on k. c. led by D, induces the following lead of ace. D takes k. s., and saves the game. The play throughout is fine. These four illustrations are given for comparison by tyro and expert. The play of the same cards by players of different quality conclusively show the value of skill in whist.

HAND 5.

AMERICAN LEADS. No. 1.

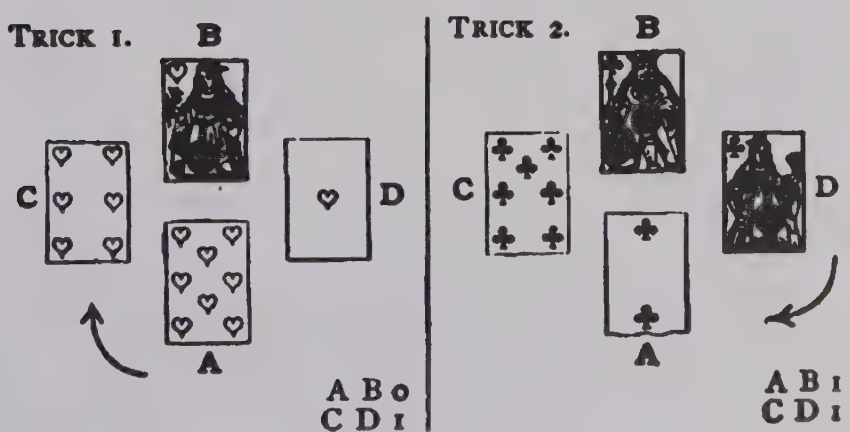
LEAD from original fourth best in plain suit and in trumps.

Score, A B, 4; C D, 5. A. d. turned.

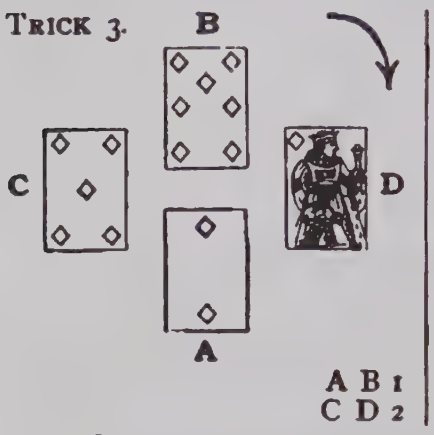
A's HAND.

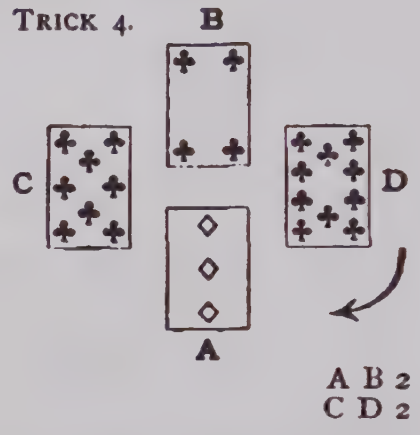
S. Kn., 9.
H. K., 10, 9, 8, 4, 3, 2.
C. 2.
D. 6, 3, 2.

THE PLAY.

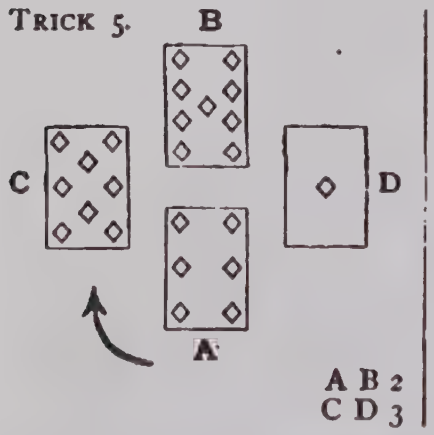


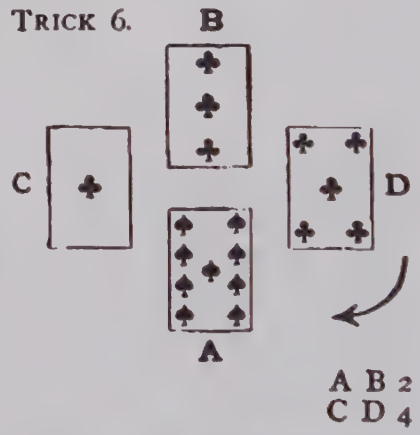
Trick 1. Qu. h., to show no more when kn. is played. The advantage of the American lead is at once apparent, and B can see the probably won game if his partner's suit is long enough.





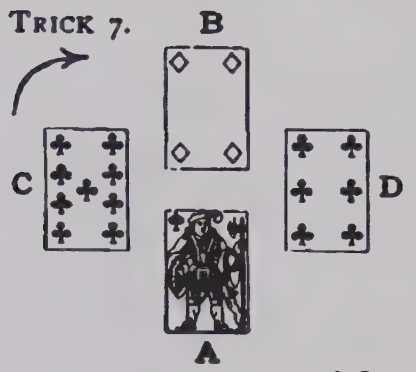
Trick 3. 7 d., the American lead of the trump. A is now satisfied that the game will probably be made. Trick 4. It may be that B holds a. c., but if so, he can make it later. A will not risk the chance, for D has proclaimed kn. c.





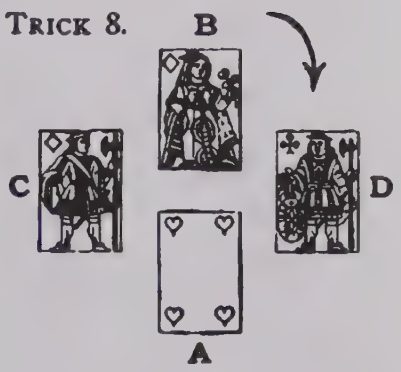
Trick 6. 5 c., because a. or 9 must be with partner, or both will make. A. c., in order to give D control of suit. 3 c. insures the game.

TRICK 7.



A B 3
C D 4

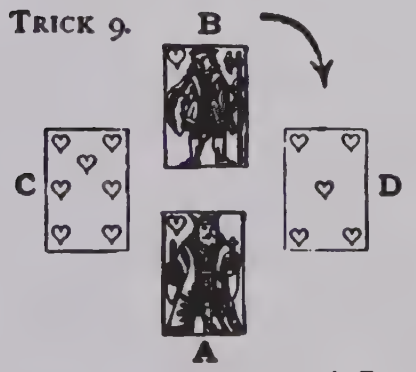
TRICK 8.



A B 4
C D 4

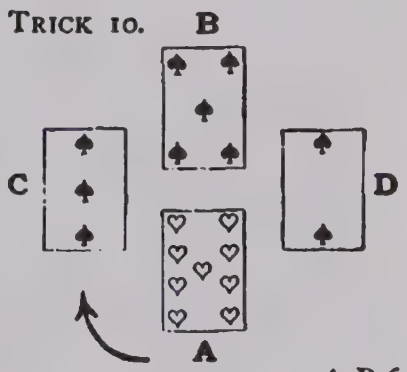
Trick 7. 9 c., best to force a trump. If C had played s., B would have taken with ace. Trick 8. 4 h., to show the other two in play.

TRICK 9.



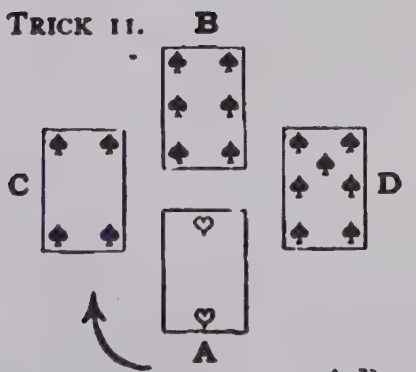
A B 5
C D 4

TRICK 10.



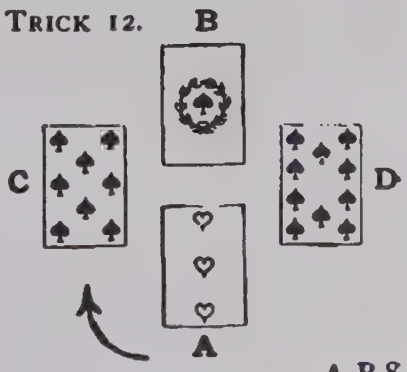
A B 6
C D 4

TRICK 11.



A B 7
C D 4

TRICK 12.



A B 8
C D 4

Trick 13. A takes with 10 h., and A B have 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	K., 8, 4, 3.	A., 6, 5.	Qu., 10, 7, 2.
H.	7, 6.	Qu., kn.	A., 5.
C.	A., 9, 8, 7.	K., 4, 3.	Qu., kn., 10, 6, 5.
D.	Kn., 8, 5.	Qu., 10, 9, 7, 4.	A., k.

REMARKS. — It is easy to see by how many plays the game could have been saved by C D, but for the informatory lead. Suppose that by the old way A had played either 4, 3, or 2, B would have played kn. and D ace. D would lead back the heart through the strong up to the weak. A could make the k. h., and no more. Or suppose that A had led a short suit, a once tolerated plan, five tricks were sure for the opponents. Or, if he had led as he did, and without a system, there are not nine tricks in his hand and his partner's. Reading the hand, B forced the play from first to last, and was warranted in so doing. The American leads are giving more prominence than they have ever done to the arguments in favor of the leader above the dealer, although one of the dealer's cards becomes a trump.

HAND 6.

AMERICAN LEADS. No. 2.

HIGH card followed by low card. Unblocking by B.

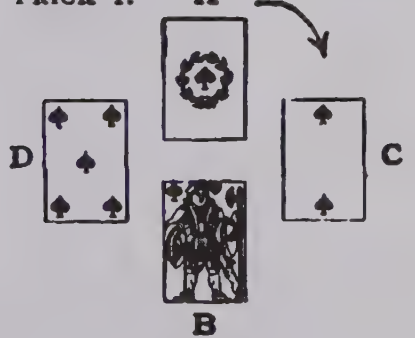
Score, A B, 4; C D, 6. A. h. turned.

B's HAND.

S. K., qu., kn., 3.
H. Qu., kn., 9, 8, 2.
C. 9, 3.
D. K., 4.

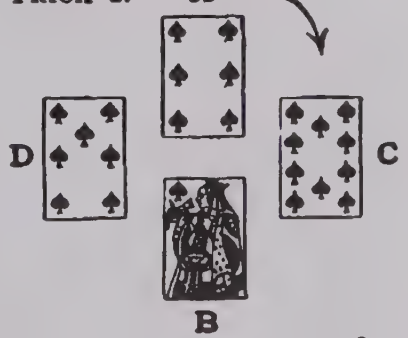
THE PLAY.

TRICK 1.



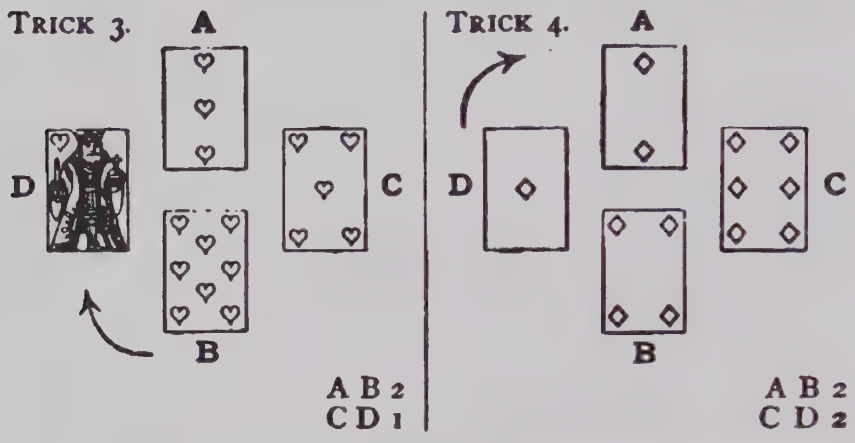
A B 1
C D 0

TRICK 2.

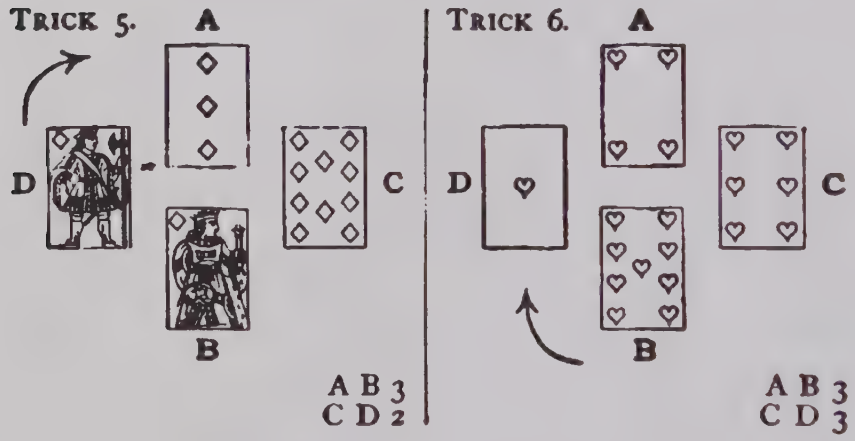


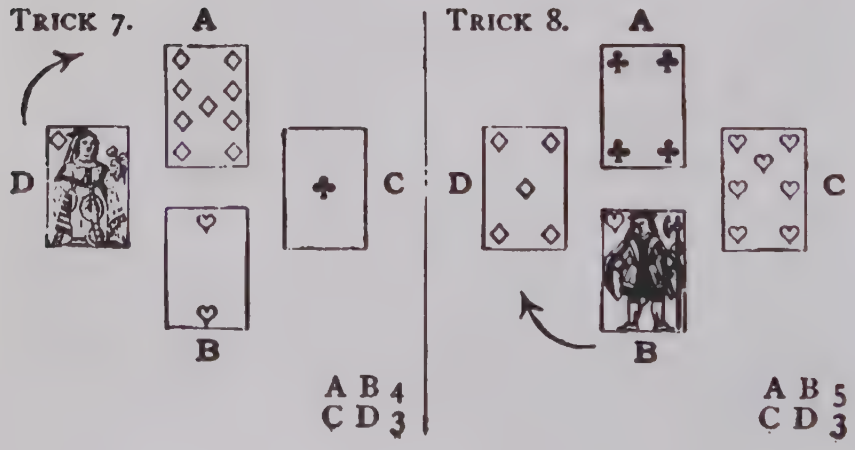
A B 2
C D 0

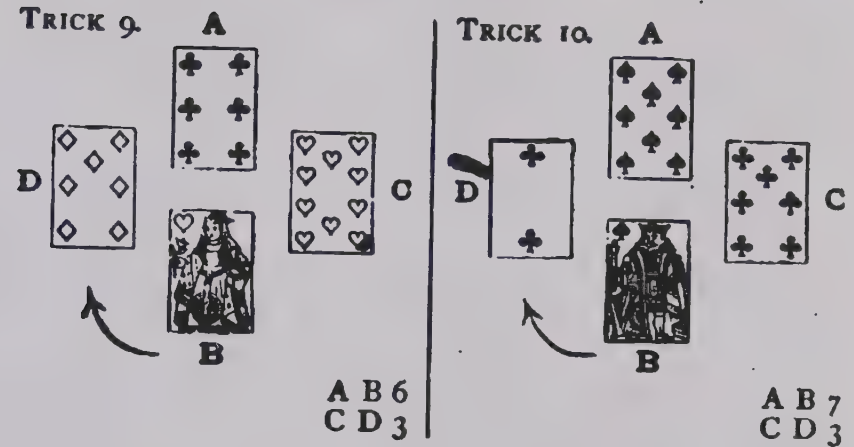
Trick 1. Upon the ace, which proclaims four more, B begins to unblock. Trick 2. 6 s., fourth best, proclaims 9, 8, and 4.

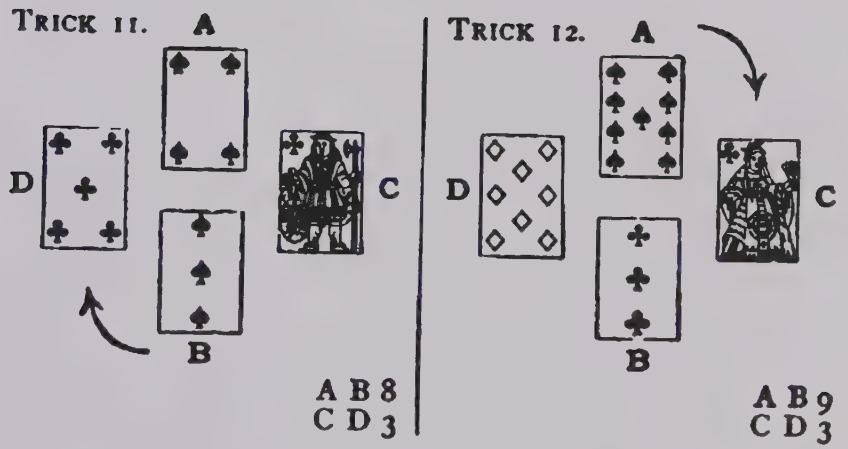


Trick 3. B plays fourth best through a. turned.









Trick 13. C makes k. c., and A B have 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	C'S HAND.	A'S HAND.	D'S HAND.
S.	10, 2.	A., 9, 8, 6, 4.	7, 5.
H.	10, 7, 6, 5.	4, 3.	A., k.
C.	A., k., qu., kn., 7.	8, 6, 4.	10, 5, 2.
D.	10, 6.	9, 3, 2.	A., qu., kn., 8, 7, 5.

REMARKS. — When you have led a high card and follow with a low card, that low card must be the original fourth best of the suit. The principle of the play is presented under American Leads and Third Hand.

HAND 7.

AMERICAN LEADS. No. 3.

HIGH card, followed by high card, indicating numbers. Playing for partner's hand by B.

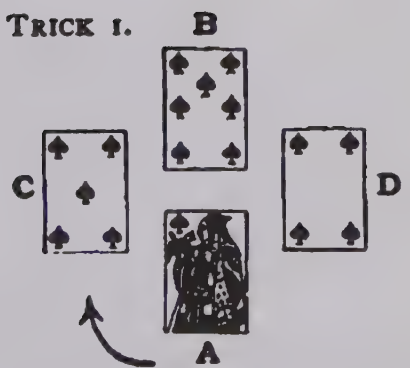
Score, A B, 4; C D, 6. K. h. turned.

A's HAND.

S. K., qu., 10, 9, 6, 3.
H. 5, 4, 3, 2.
C. 9, 7.
D. 9.

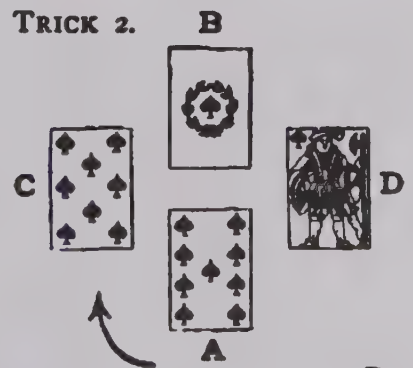
THE PLAY.

TRICK 1.



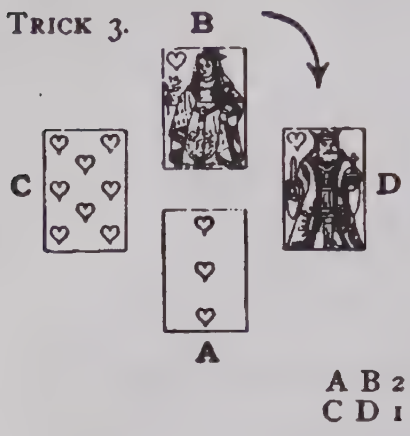
A B 1
C D 0

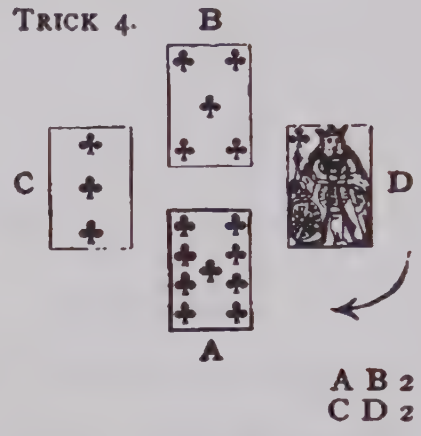
TRICK 2.



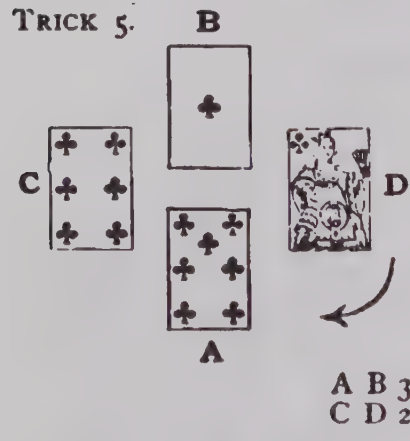
A B 2
C D 0

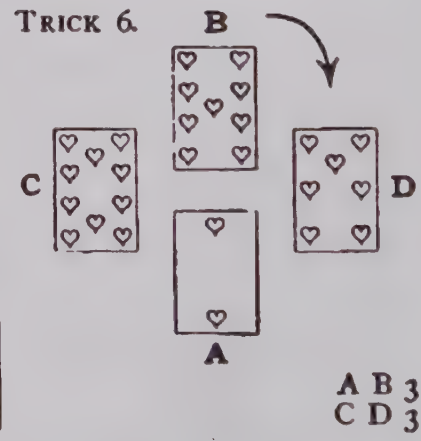
Trick 1. A proclaims five in suit. B, holding three of suit, passes. Trick 2. A proclaims six in suit, all but the 2 s. now proclaimed in B's hand.



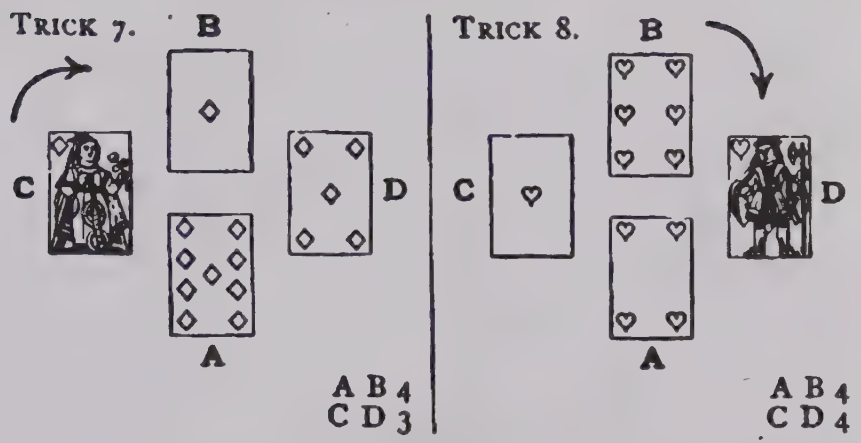


Trick 3. B has not strength to get out trumps, but on principle surrenders his own game and plays for A's suit. D, holding fourchette, plays k. Trick 4. D announces a four suit of clubs. A echos in plain suit, as he has already done in trumps. B passes the k. lead, that he may keep control of the suit, of which, in all probability, C holds three cards.

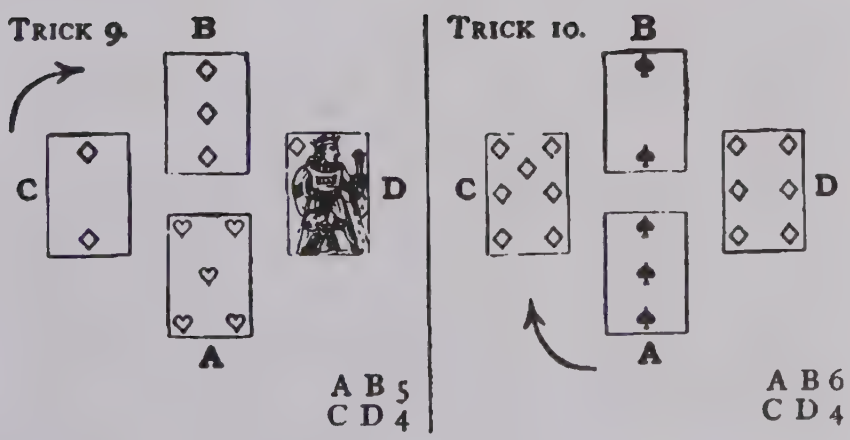


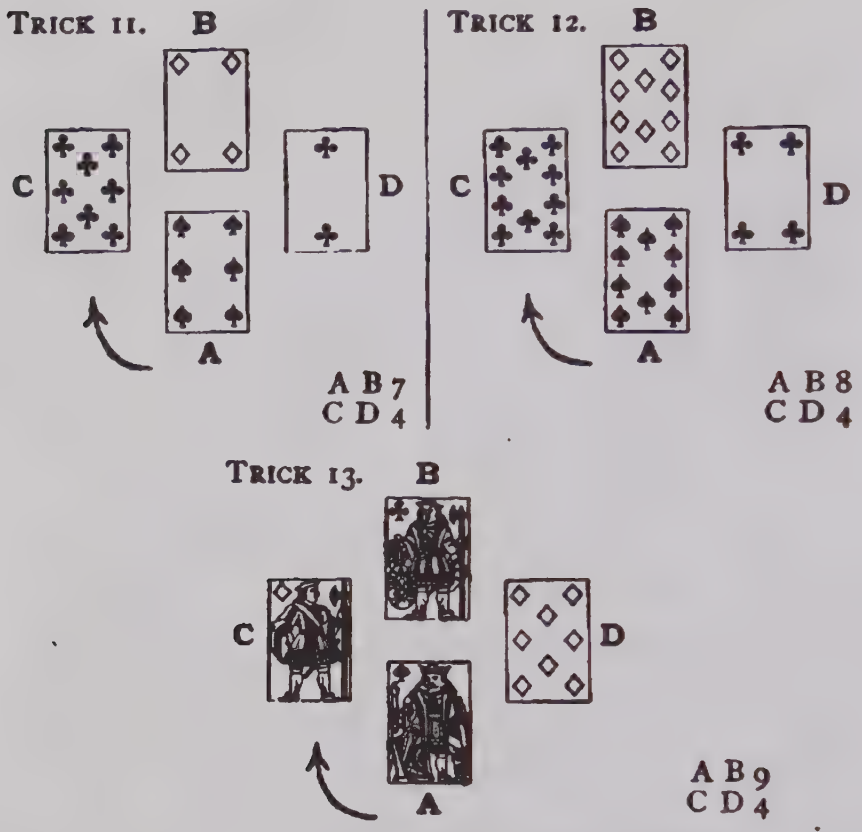


Trick 6. B persists in the trump lead, because sure on the next play to take the trick and force another round.



Trick 7. C knows that D cannot have kn. c., and as A has played the 9, A must have kn. or no more. C therefore leads the diamond, in which suit, if C D can make one trick, they save the game. B at once throws ace, that he may again lead trumps, of which suit A has shown four.





Trick 13. A B have 3 by cards and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	8, 5.	A., 7, 2.	Kn., 4.
H.	A., 10, 8.	Qu., 9, 6.	K., kn., 7.
C.	10, 8, 6, 3.	A., kn., 5.	K., qu., 4, 2.
D.	Qu., kn., 7, 2.	A., 10, 4, 3.	K., 8, 6, 5.

REMARKS. — This hand is one of the instances in which the fourth best is one of the high cards that properly follows a high card. The New Play additionally illustrates the mathematical value and rank of the cards.

HAND 8.

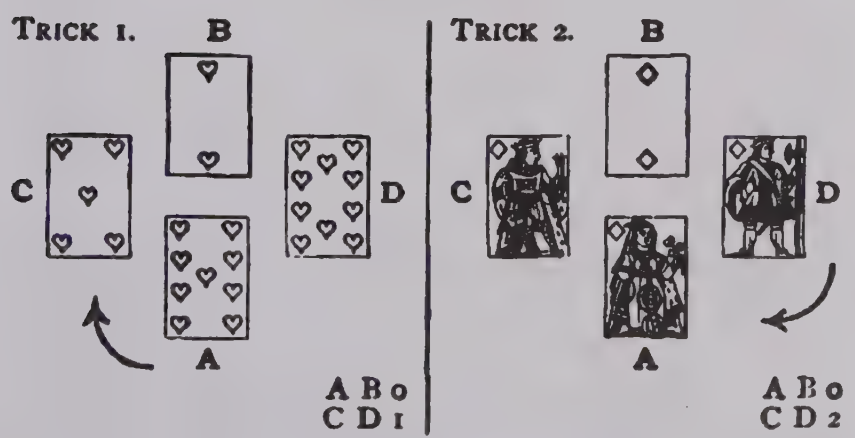
THE LEAD OF THE 9.

Score, A B, 4; C D, 6. Qu. s. turned.

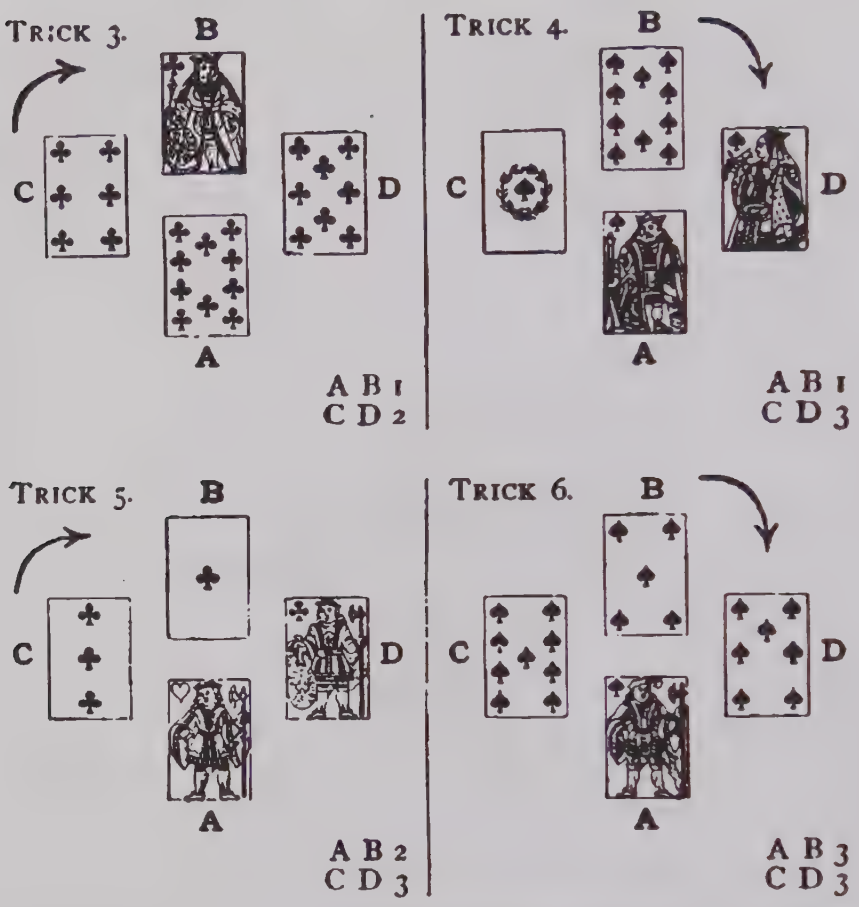
A's HAND.

S. K., kn., 8, 6, 4, 2.
H. K., kn., 9, 8, 7.
C. 10.
D. Qu.

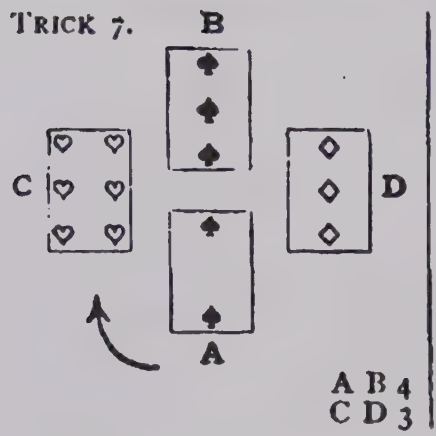
THE PLAY.

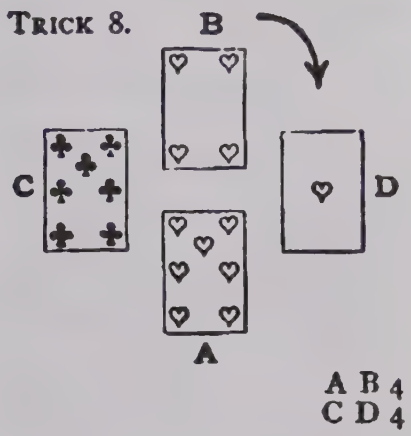


Trick 1. The double tenace is probably with D.



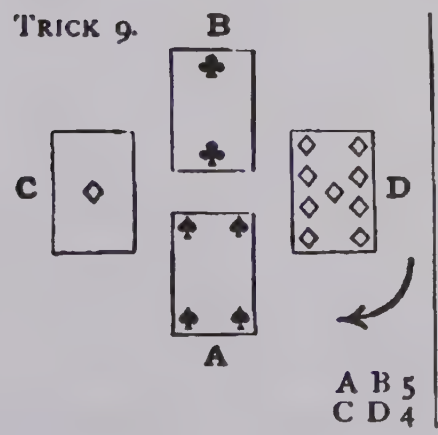
Trick 5. The situation is very critical. C D need but two tricks to save the game. These can be made if A can be forced to play the heart up to the proclaimed tenace held by D. Of course C must not play through it. C can establish his partner's suit by leading a. d., and force a trump from A, but then A will draw the trumps and lead a club, for C believes that A has more clubs, despite his high play on the third round. It may be that B has thrown k. c. in order to take the trick if possible and give his partner the trump. In that case A has a. c., and may be obliged to lead the heart.

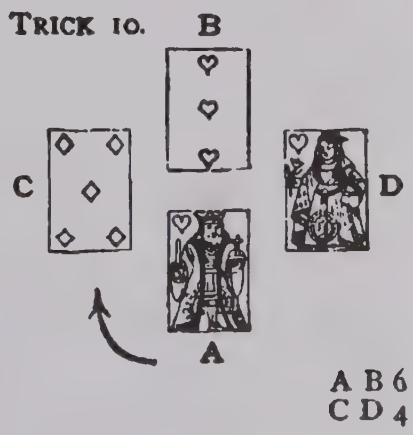




Trick 7. This is the play of the hand. A has noted that the 3 s. has not fallen. D would not have thrown qu. s. second hand if he had held three, and C has thrown the 9 on the kn. If A can throw the play into his partner's hand, and B will lead through the tenace, A has the game. This positive remembrance of the low cards out and their situation is a characteristic of the superior player.

Trick 8. It is, of course, useless to do otherwise than play the a. h., but it is evident that the game is lost.





Tricks 11, 12, and 13. A's spades and hearts win every trick, and A B make 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C's Hand.	B's Hand.	D's Hand.
S.	A., 9.	10, 5, 3.	Qu., 7.
H.	6, 5.	4, 3, 2.	A., qu., 10.
C.	Qu., 9, 7, 6, 3.	A , k., 5, 4, 2.	Kn., 8.
D.	A., k., 7, 5.	8, 2.	Kn., 10, 9, 6, 4, 3.

REMARKS. — At the fifth round A has neither clubs nor diamonds. He must have hearts, for he cannot have all trumps, and the play of the kn. h. is an imperative demand for the lead of another trump. If C had led a. d. on fifth round, A would have trumped, drawn trumps, led the 2 s., and, after B had made the a. c., he (B) would have led through the heart tenace. If, however, C had led the heart, and D had played a. and led back qu., C would have taken with 9 s. and saved the game. But the hand is given as it was played.

HAND 9.

THE NEW PLAY.

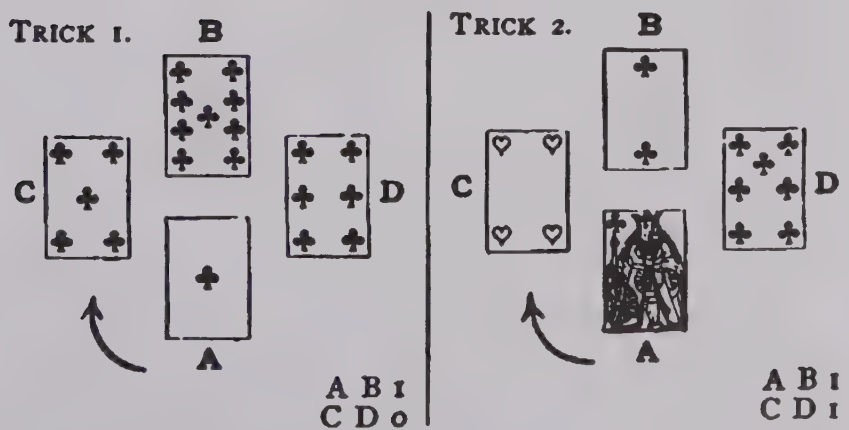
LEAD from a., k., and three. Unblocking and play of Deschapelles coup by B.

Score, A B, 6; C D, 6. 9 h. turned.

A's HAND.

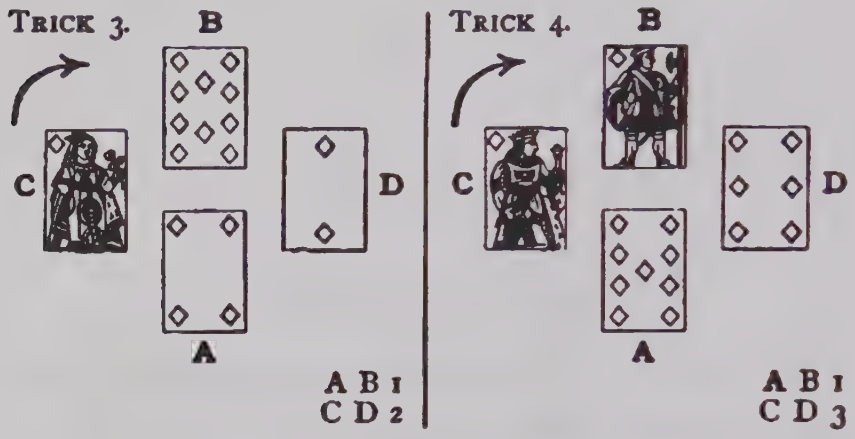
S. Qu., 9, 6, 3.
H. K., qu.
C. A., k., 8, 4, 3.
D. 9, 4.

THE PLAY.

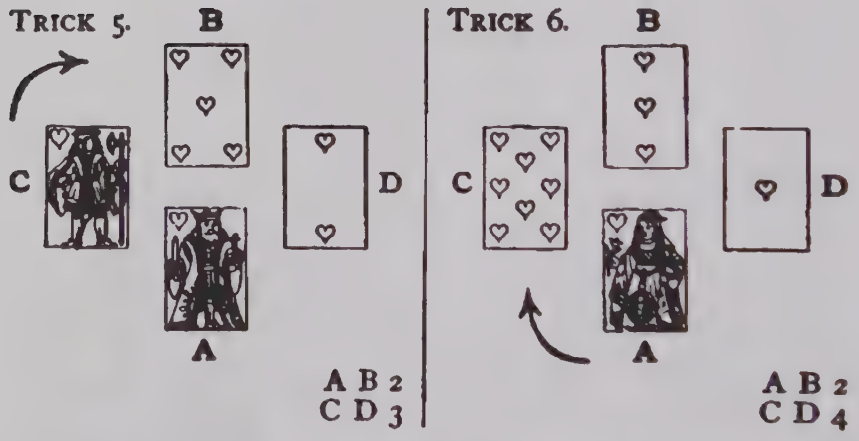


Trick 2. B began to unblock, but, finding that C

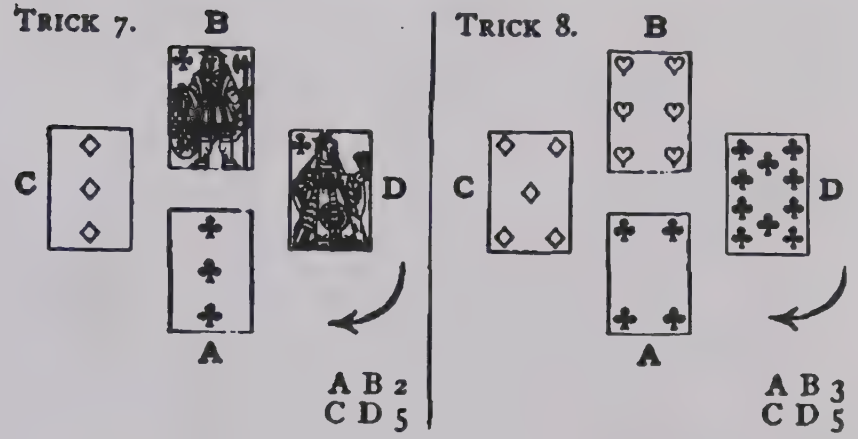
trumped, changed his play to a call, although he knows that qu. c. is with D.



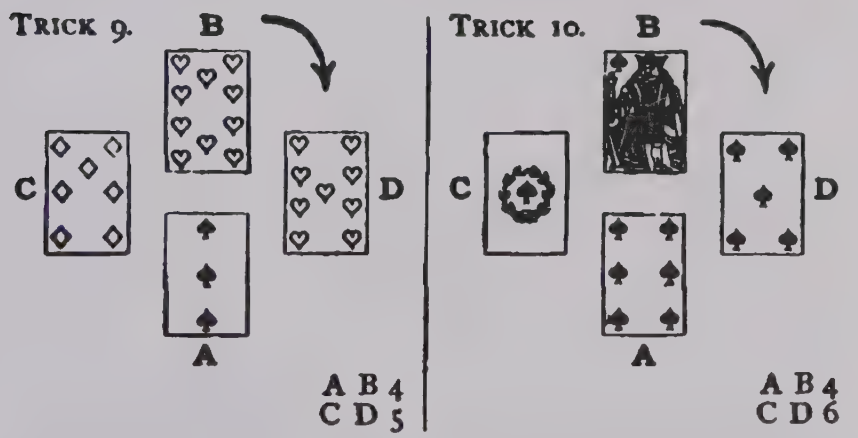
Trick 3. B, having called, does not repeat the call. C has led qu. d. from foot of sequence, followed with k., signifying six in suit; the new play.



Trick 5. It is useless to pursue the diamond. B would discard and A trump. Better lead through the calling hand. Trick 6. A can have no more hearts.



Trick 8. The 10, to force a trump and give C the last play on B's next lead. C discards from diamonds, retaining spades, since it is evident his partner cannot help him make the diamonds.

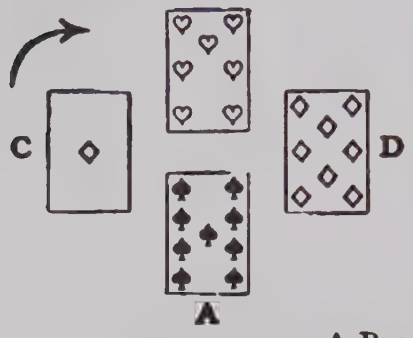


Trick 10. The k. s., an excellent play, in order afterward, if k. is taken by adversary and qu. held by A, to let him in that he may make the last club. It is evident to B that A can have a spade only for reëntry, and he plays the Deschapelles coup.

If C had held up a. s. and let B make another lead, B would have thrown the 10. D, satisfied that his partner had not the a., would have covered with kn. A would have thrown qu. Ace must take and

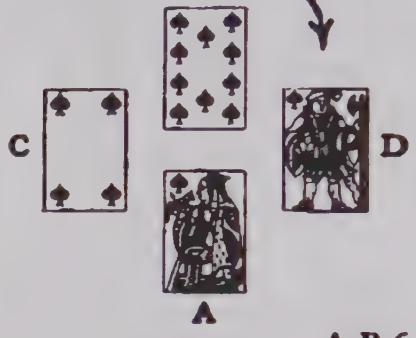
the 9 be good. If C was holding up both a. and kn., A's play would not matter. D could not have both if he followed with the 7, and if he had the a. he would not probably have passed the k.

TRICK 11.



A B 5
C D 6

TRICK 12.



A B 6
C D 6

Trick 13. A makes the 8 c., and A B win the odd card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	A., 8, 4.	K., 10, 2.	Kn., 7, 5.
H.	Kn., 8, 4.	10, 7, 6, 5, 3.	A., 9, 2.
C.	5.	Kn., 9, 2.	Qu., 10, 7, 6.
D.	A., k., qu., 7, 5, 3.	Kn., 10.	8, 6, 2.

REMARKS.—In this strife for the odd card, C D battled bravely, and but for the masterly play of B on the 10th round the game could not have been won by A B. Altogether, the hand is a specimen of superior whist play.

If the lead of B had been the small spade instead of the k., A would of course have thrown qu., and C, leading a small spade through B, would have saved the game.

HAND 10.

THE NEW PLAY.

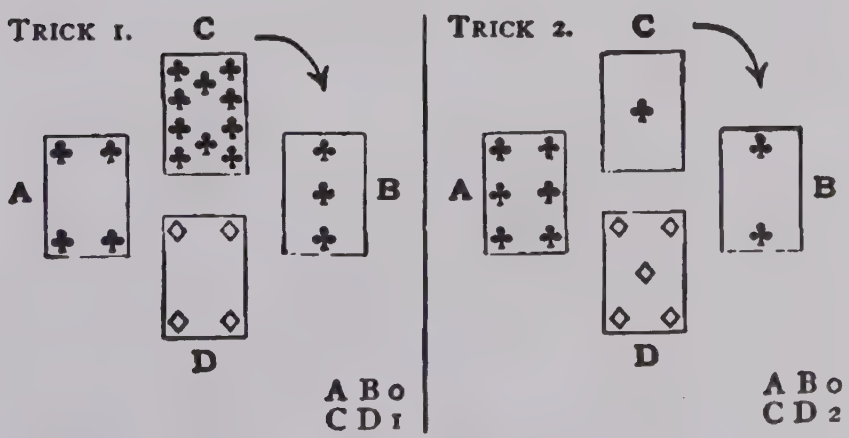
LEAD from quint to ace. Discard from long suit on partner's lead.

Score, A B, 6; C D, 4. 9 h. turned.

D's HAND.

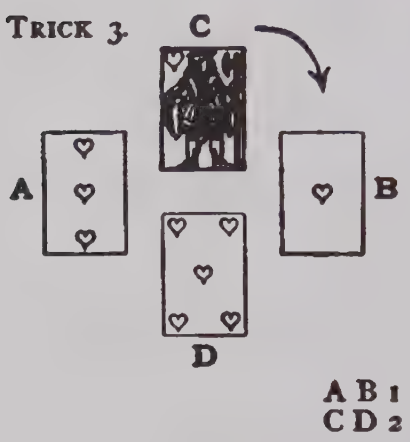
S. Kn., 8, 6.
H. K., 10, 5.
C.
D. A., kn., 8, 7, 6, 5, 4.

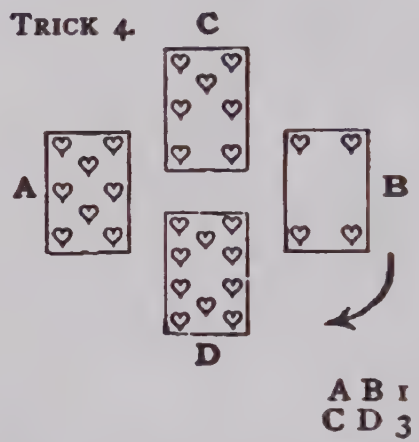
THE PLAY.



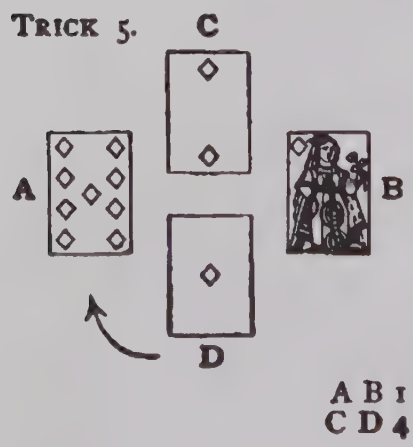
Trick 1. The 10 is not the head of a sequence.

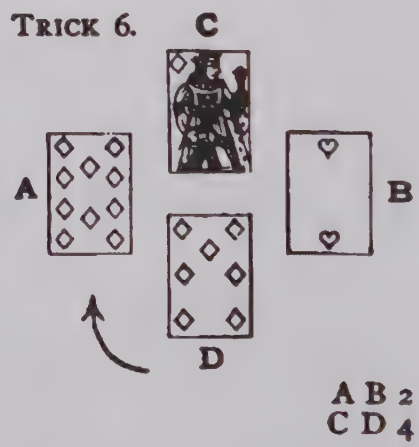
It is very likely to be the foot of one. It may be from k., kn., and others, but in any event D will not trump. D cannot make his diamond suit. The spade suit may be the adversaries' best, and D may find the kn. s. useful. Trick 2. C, following with a., proclaims the sequence entire. B calls.



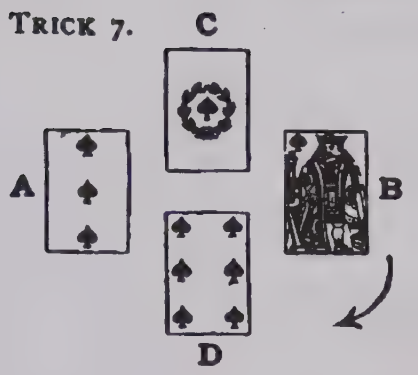


Trick 3. C plays directly through the calling hand. If B passes and the kn. takes, C follows with the 7. Qu. h. second on kn. led would be bad play.



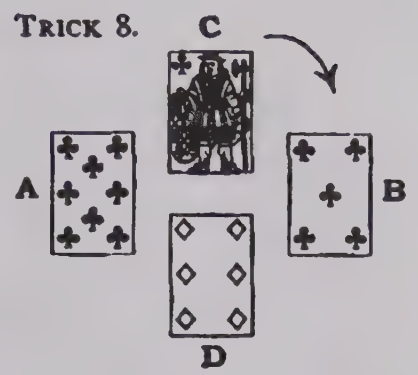


TRICK 7.



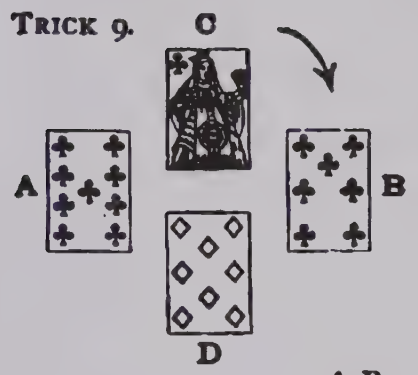
A B 2
C D 5

TRICK 8.



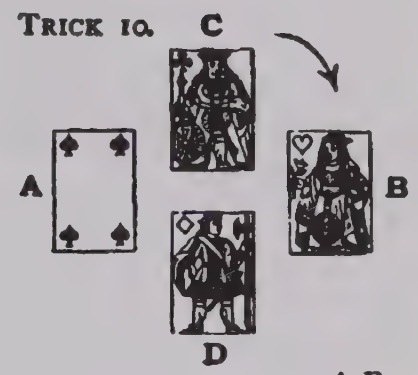
A B 2
C D 6

TRICK 9.



A B 2
C D 7

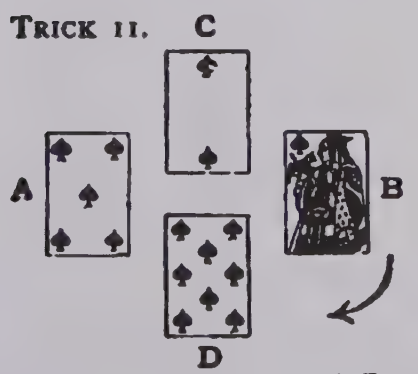
TRICK 10.



A B 3
C D 7

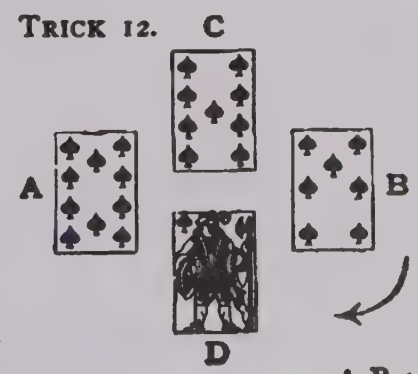
Trick 10. D must not over-trump, for there are two trumps in hand, and if he takes the qu. he loses a trick.

TRICK 11.



A B 4
C D 7

TRICK 12.



A B 4
C D 8

Trick 13. D plays k. h., on which the 9 and 6 fall, and C D make 3 by card and game.

THE HANDS (D's HAS BEEN GIVEN).

	A's HAND.	C's HAND.	B's HAND.
S.	10, 5, 4, 3.	A., 9, 2.	K., qu., 7.
H.	9, 8, 3.	Kn., 7.	A., qu., 6, 4, 2.
C.	9, 8, 6, 4.	A., k., qu., kn., 10.	7, 5, 3, 2.
D.	10, 9.	K., 3, 2.	Qu.

REMARKS. — The play of C and D is especially good. By any other management they could not have won. The lead through the calling hand, the irregular discard for proper reason, and the refusal to over-trump are the features of the play.

HAND 11.

THE NEW PLAY.

LEAD from the royal sequence.

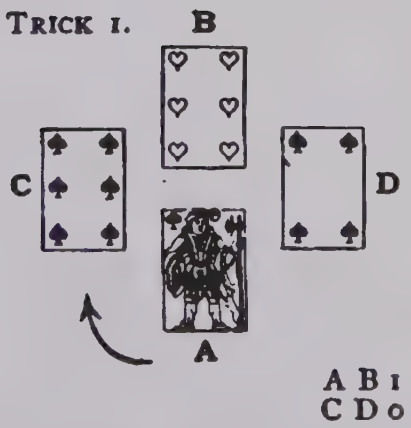
Score, A B, 3; C D, 6. K. c. turned.

A's HAND.

S. A., k., qu., kn., 5, 3, 2.
H. 5, 3.
C. Kn., 5, 4.
D. 8.

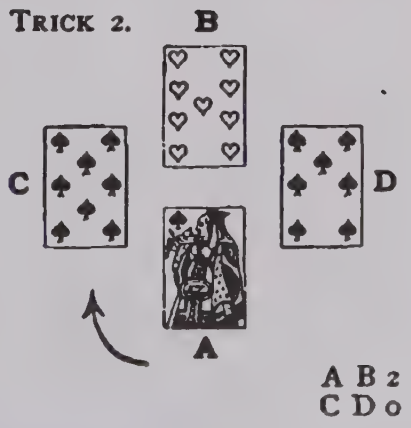
THE PLAY.

TRICK 1.



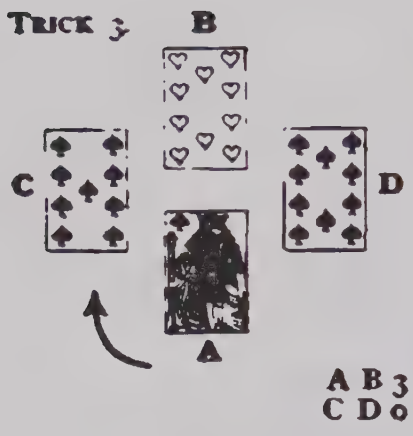
A B 1
C D 0

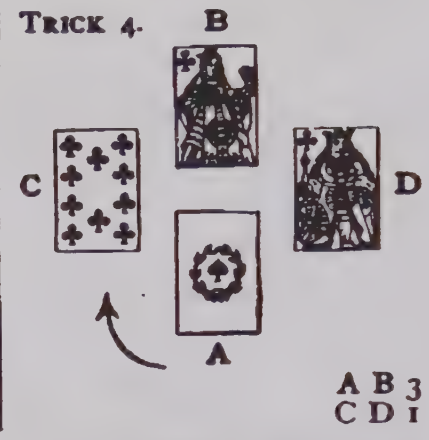
TRICK 2.



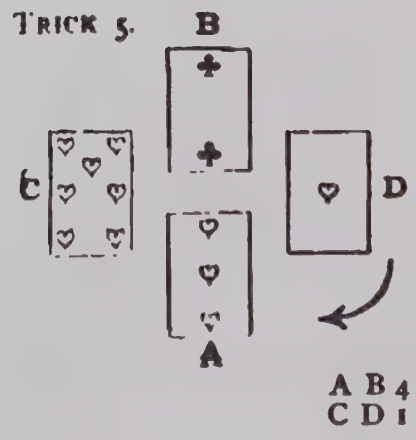
A B 2
C D 0

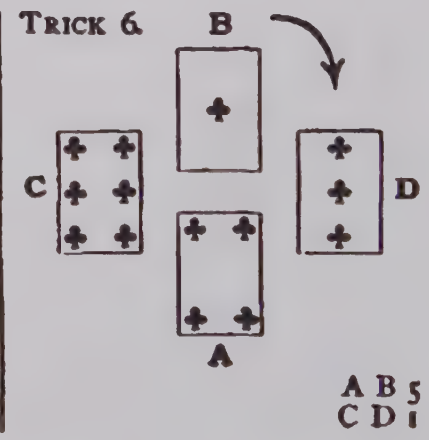
Trick 2. A proclaims five more spades in hand. There is no call for trumps.





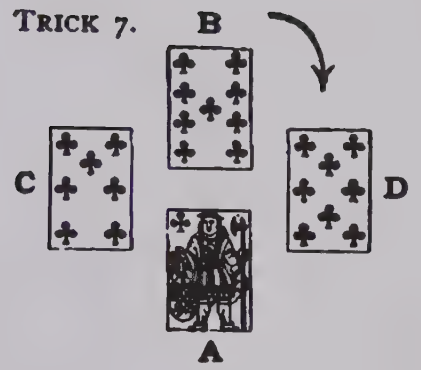
Trick 3. B will not call for trumps. The k. is turned on his left. He has a long suit of diamonds, but of no present strength, and if A has a reëntry card it may be made on the opponent's lead. A cannot now lead a heart to B, who has persistently discarded three. He prefers to continue his own suit, letting one opponent and his partner discard, while the other trumps and throws the lead. Trick 4. This round changes the whole phase of things. D will of course lead his best suit.





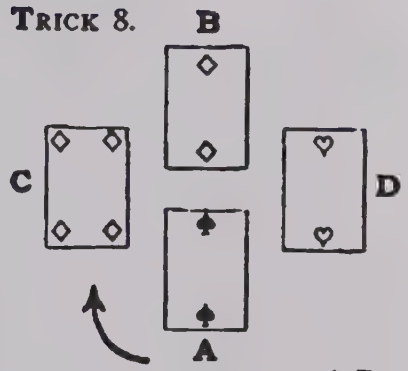
Trick 5. B now has but one plan to pursue. If it shall be that the trumps were equally divided, or that the now second best is in A's hand, A can make his spades.

TRICK 7.



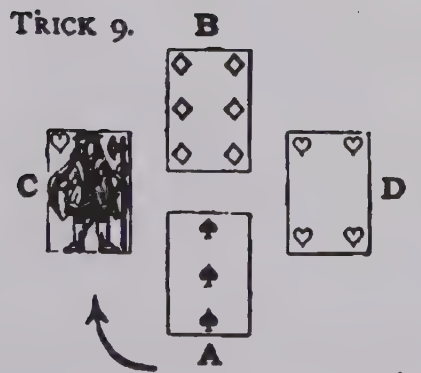
A B 6
C D 1

TRICK 8.



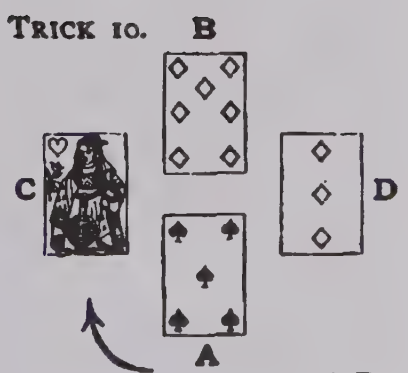
A B 7
C D 1

TRICK 9.



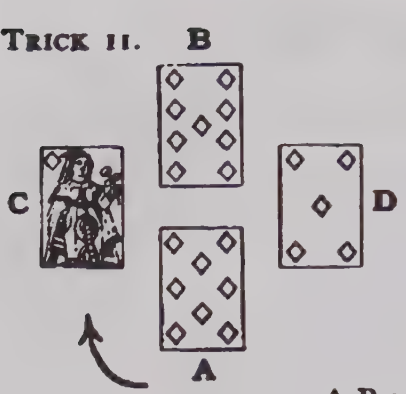
A B 8
C D 1

TRICK 10.



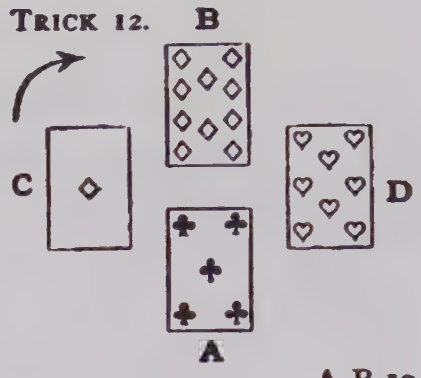
A B 9
C D 1

TRICK 11.



A B 9
C D 2

TRICK 12.



A B 10
C D 2

Trick 13. D takes with k. h., and A B have 4 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	9, 8, 6.		10, 7, 4.
H.	Qu., kn., 7.	10, 9, 6.	A., k., 8, 4, 2.
C.	10, 7, 6.	A., qu., 9, 2.	K., 8, 3.
D.	A., k., qu., 4.	Kn., 10, 9, 7, 6, 2.	5, 3.

REMARKS. — This hand was finely played by B. In the first place, although strong in trumps, he did not call, but left the lead of trumps to A, if A had a card of reëntry and so thought best to play the trump. B, after the fourth round, could count upon division of the trumps, for C, having four, would not have trumped second hand. If the kn. c. was in the opponent's hand, B's 9 would draw it and leave A with the last club. A's continuance of his own suit was much better play than the lead of the singleton diamond.

HAND 12.

THE NEW PLAY.

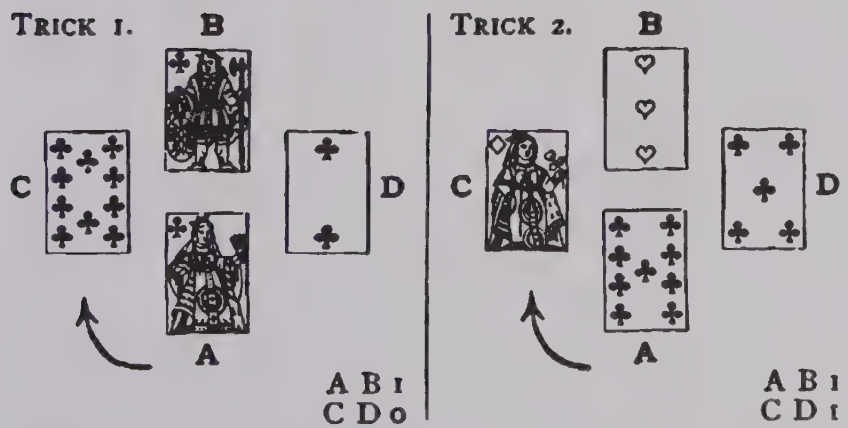
Qu. at foot of sequence. Refusal to over-trump.

Score, A B, 4; C D, 6. A. d. turned.

A's Hand.

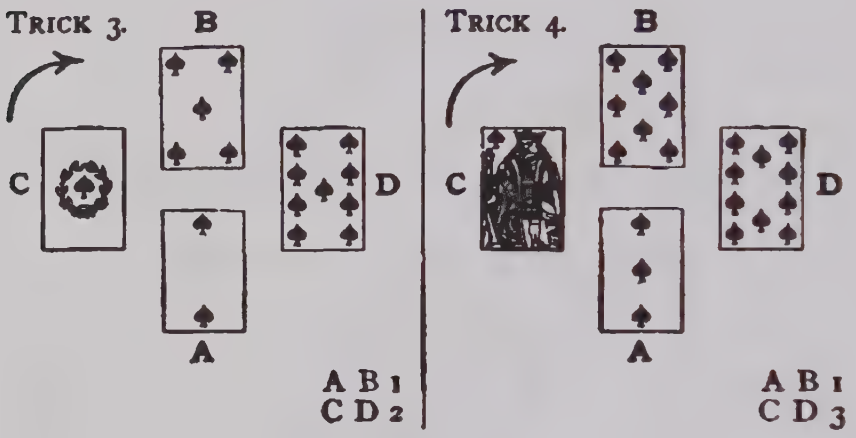
S. Kn., 3, 2.
H. K.
C. A., k., qu., 9, 4, 3.
D. 10, 6, 3.

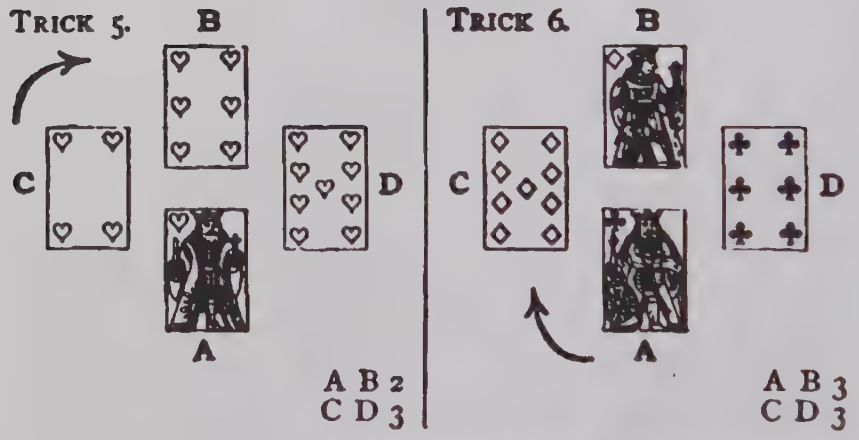
THE PLAY.



Trick 1. The old play was k., then qu. By that lead the number of the suit could not be determined.

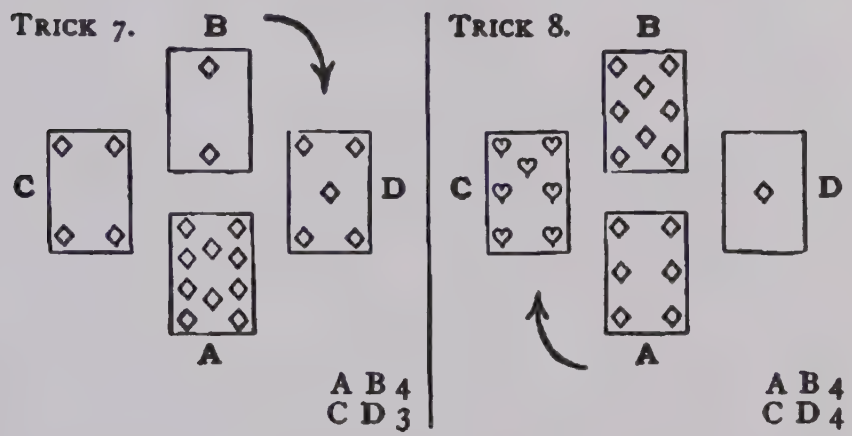
Trick 2. B, although holding fourchette, does not over-trump. He sees that D must hold four or five clubs. A remains with the two best, but not the three best. B therefore retains his trump strength, trusting that some high card in A's hand may bring him into the lead.



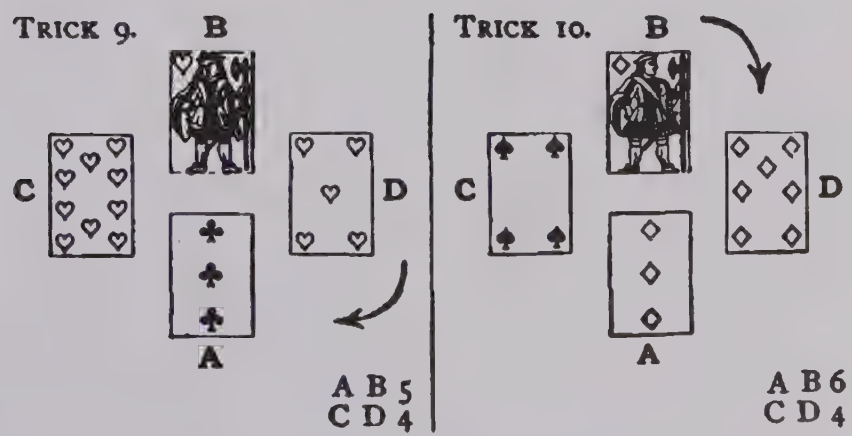


Trick 5. Only qu. and kn. s. are in hand, and C does not again lead the suit against the chance of a small trump by A, and his continuation of club play. Trick 6. A sees that, if D holds the strength in hearts, the game is probably lost. B has not called,

and A continues his suit. B's play of k. d. is very fine. If D has 10 d. or four trumps he can save the game, but as he may not have the 10 and the trumps be divided, B now shows to A his strength; for if D can be compelled to play up to either A or B, B sees the won game.



Trick 8. D can refuse to take the trick, but B is prepared for that. If he does not take it, B forces with the other trump.



Tricks 11, 12, and 13. B makes the hearts and best spade, and A B have 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C's Hand.	B's Hand.	D's Hand.
S.	A., k., 7, 6, 4.	Qu., 8, 5.	10, 9.
H.	10, 8, 7, 4.	A., qu., kn., 6, 3.	9, 5, 2.
C.	10.	Kn.	8, 7, 6, 5, 2.
D.	Qu., 9, 4.	K., kn., 8, 2.	A., 7, 5.

HAND 13.

THE NEW PLAY.

FROM k., qu., and three small.

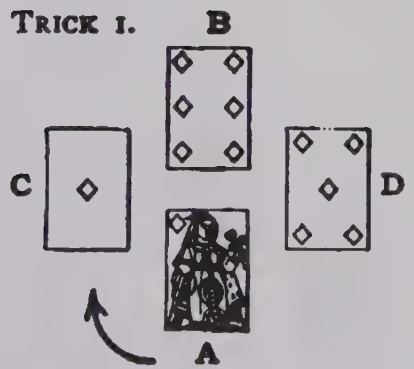
Score, A B, 5; C D, 6. 3 h. turned.

A's HAND.

S. 10, 6, 5, 3.
H. K., 7, 6.
C. Qu.
D. K., qu., 7, 4, 2.

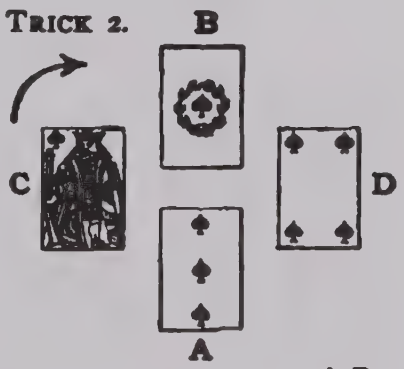
THE PLAY.

TRICK 1.



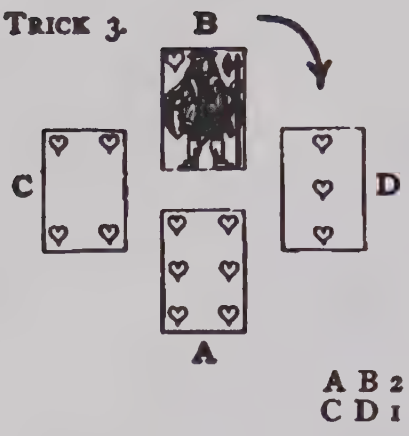
A B 0
C D 1

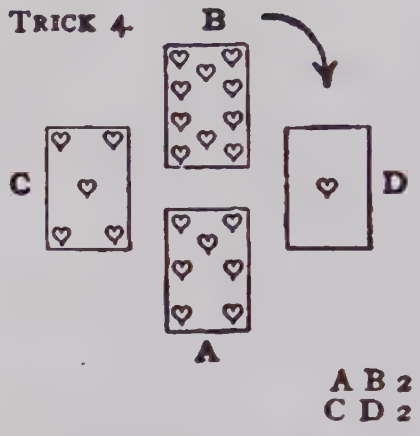
TRICK 2.



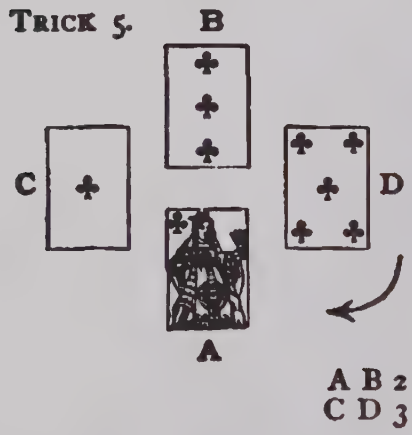
A B 1
C D 1

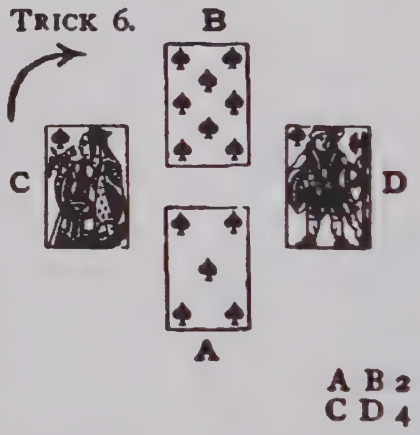
Trick 1. B reads that the qu. must be one of five, and his unblocking on this first trick saves the game.

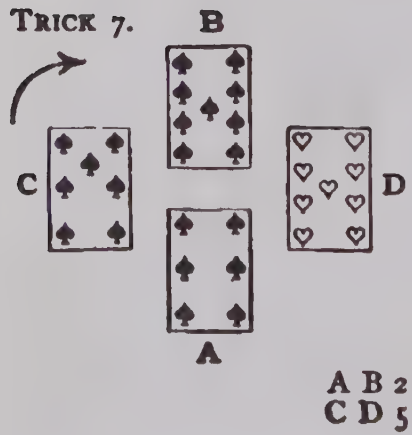


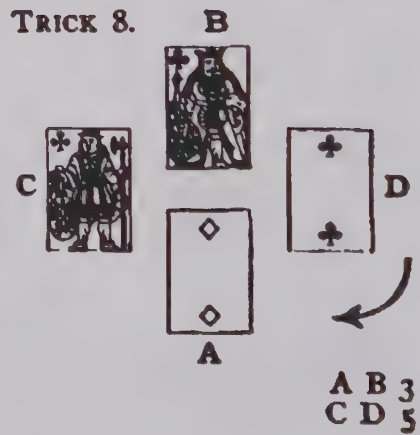


Trick 4. It is of course useless to play qu. second.

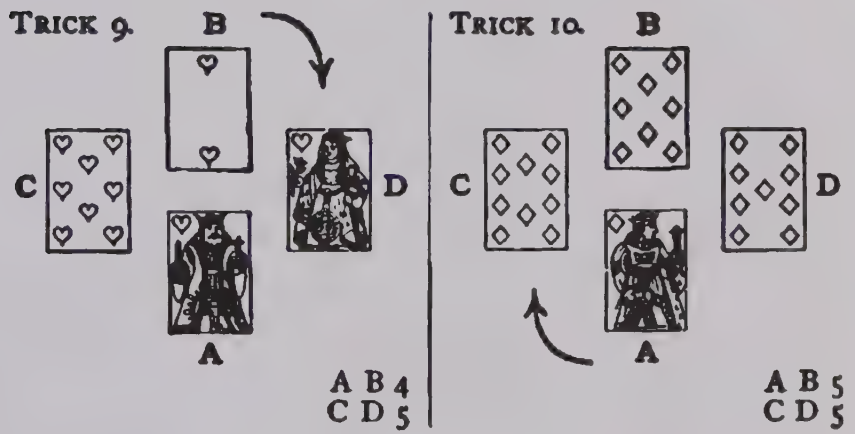




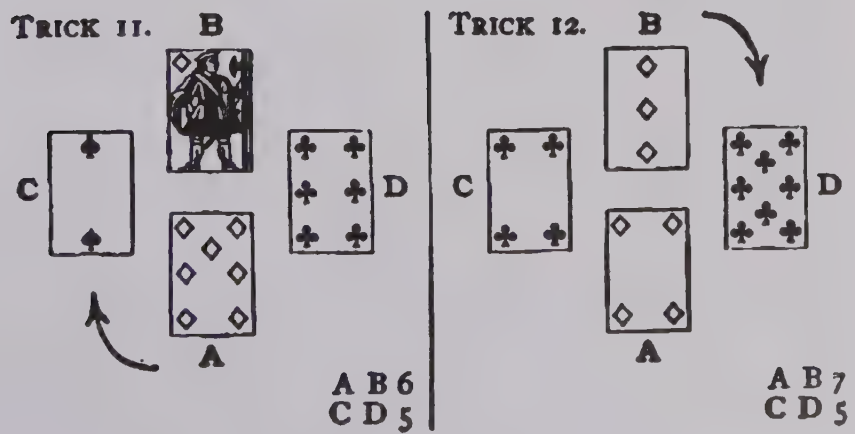


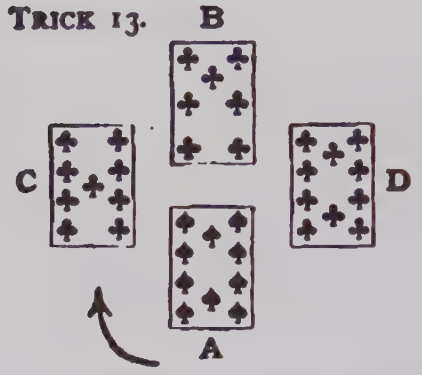


Trick 7. The proper play of D would be the discard of the diamond, for D has only clubs to lead, and his partner has shown that he cannot now have command of that suit; but if D passes, he knows that B will force with another heart, while it may be that A will over-trump in order to lead another diamond.



Trick 9. It is evident now that the game is won by A B.





Trick 13. A B make 2 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	K., qu., 7, 2.	A., 9, 8.	Kn., 4.
H.	8, 5, 4.	Kn., 10, 2.	A., qu., 9, 3.
C.	A., kn., 9, 4.	K., 7, 3.	10, 8, 6, 5, 2
D.	A., 10.	Kn., 8, 6, 3.	9, 5.

REMARKS. — It is evident that if A had led k. d., A B would have lost the game.

HAND 14.

THE NEW PLAY.

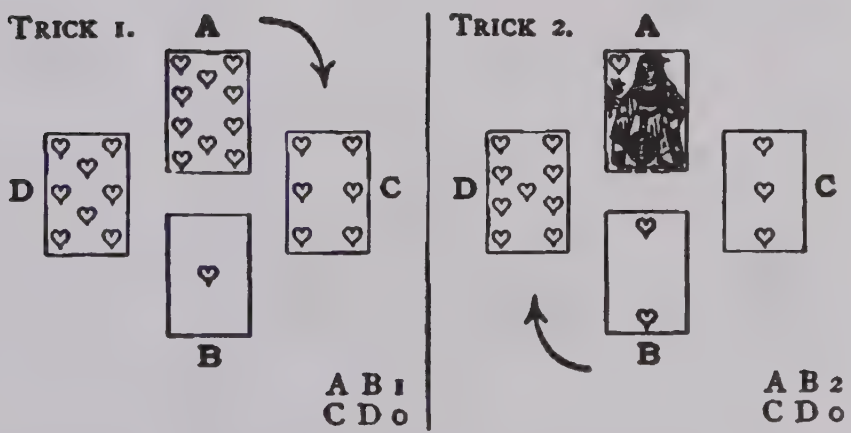
LEAD from quart to k. and one small.

Score, A B, 4; C D, 4. 4 s. turned by D.

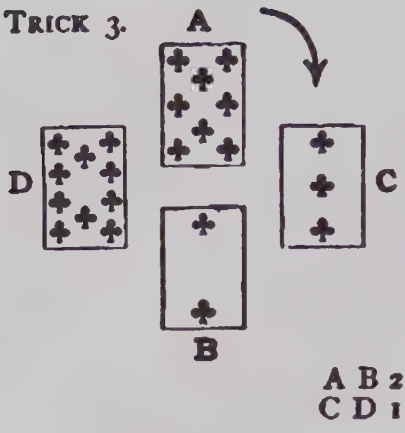
B's HAND.

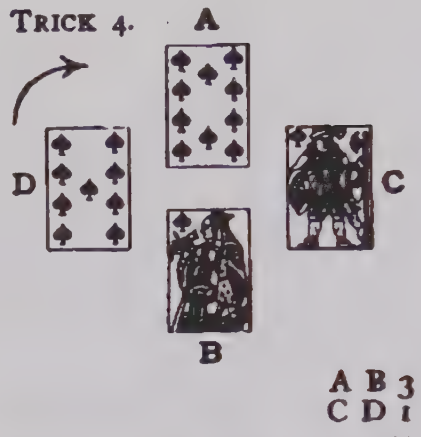
S. A., qu., 6, 5, 2.
H. A., 7, 4, 2.
C. A., 9, 2.
D. 2.

THE PLAY.

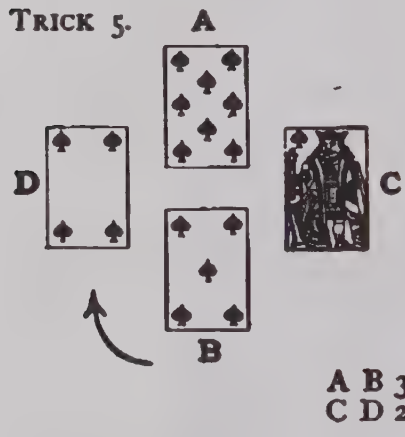


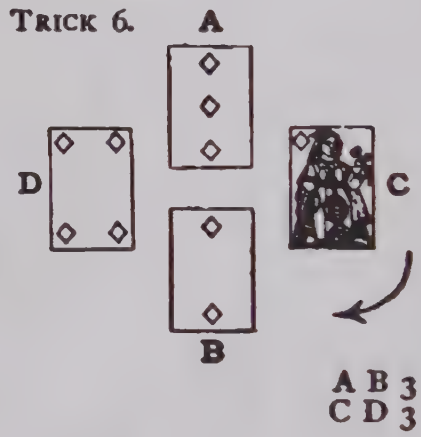
Trick 2. The play shows two more hearts in B's hand.

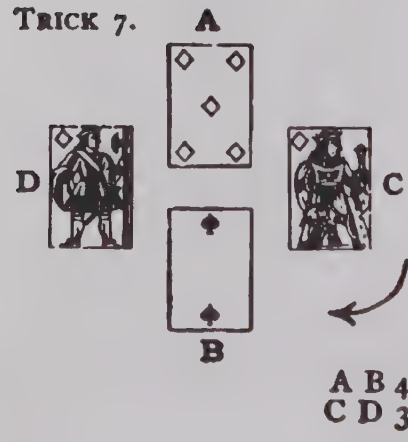


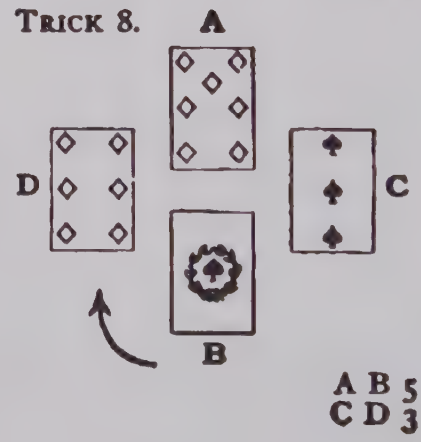


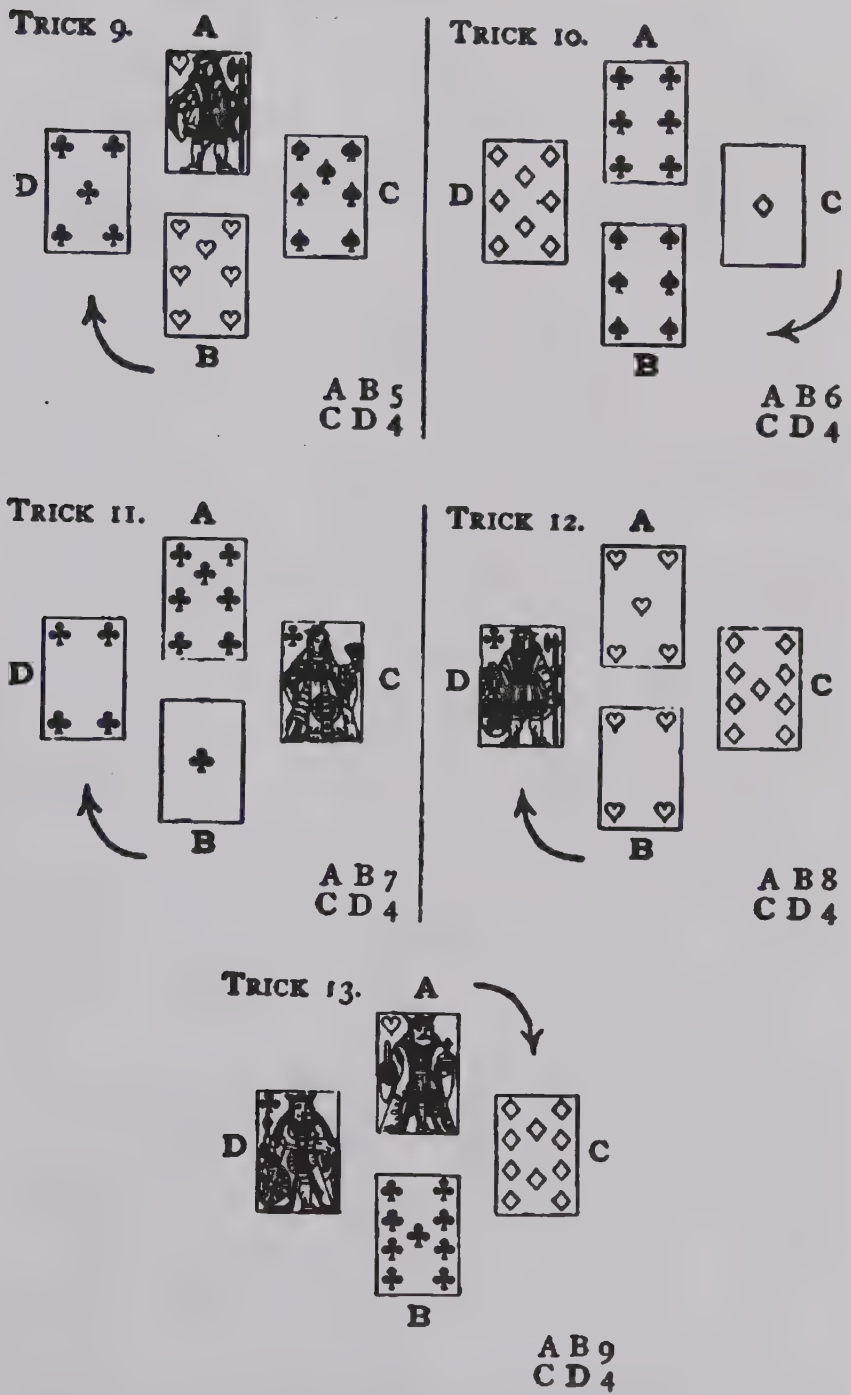
Trick 3. B purposely passes in order that the call may be answered. The accomplished player is famed for his ingenuity in throwing the lead.











Trick 13. A B make 3 by card and game.

THE HANDS (B's HAS BEEN GIVEN).

	D's HAND.	A's HAND.	C's HAND.
S.	9, 4.	10, 8.	K., kn., 7, 3.
H.	9, 8.	K., qu., kn., 10, 5.	6, 3.
C.	K., kn., 10, 5, 4.	8, 7, 6.	Qu., 3.
D.	Kn., 8, 6, 4.	7, 5, 3.	A., k., qu., 10, 9.

HAND 15.

THE NEW PLAY.

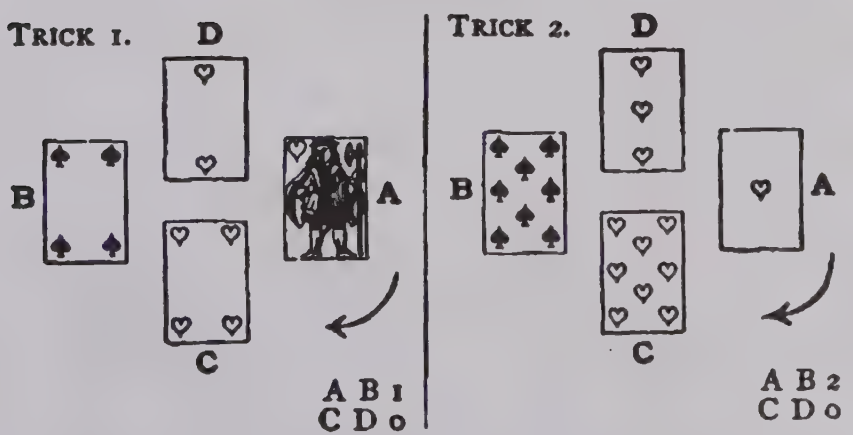
LEAD from the royal sequence and one small; discard, and call upon plain suit.

Score, A B, 5; C D, 5. 3 h. turned by D.

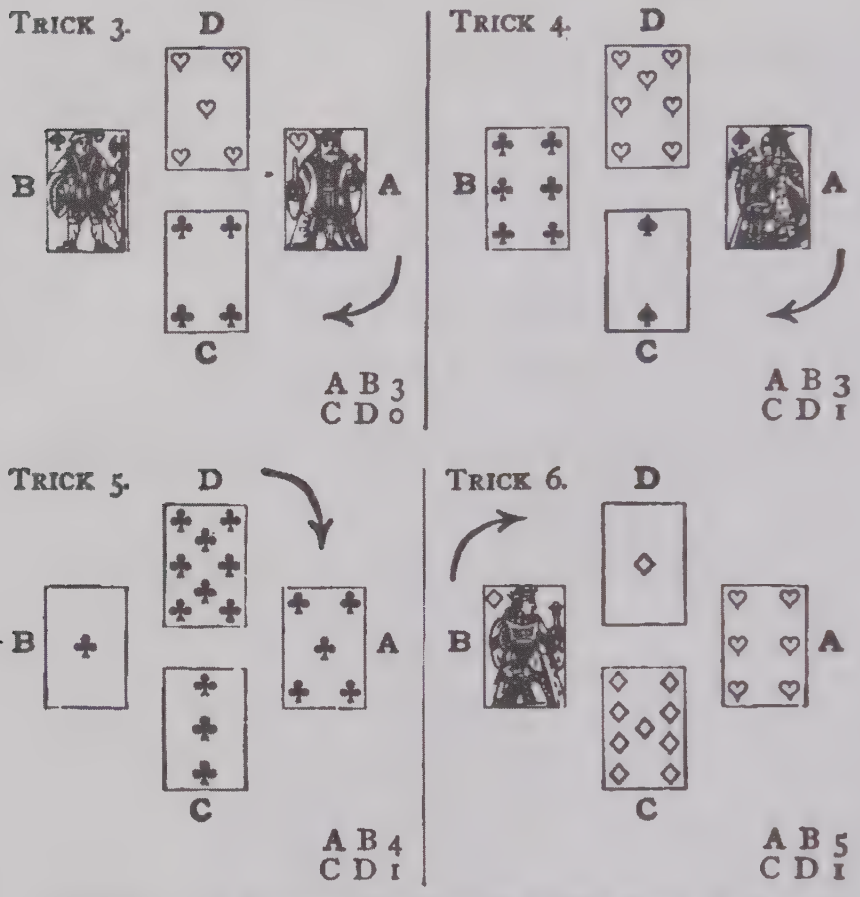
C's HAND.

S. 10, 9, 5, 2.
H. 8, 4.
C. K., qu., 10, 9, 4, 3.
D. 9.

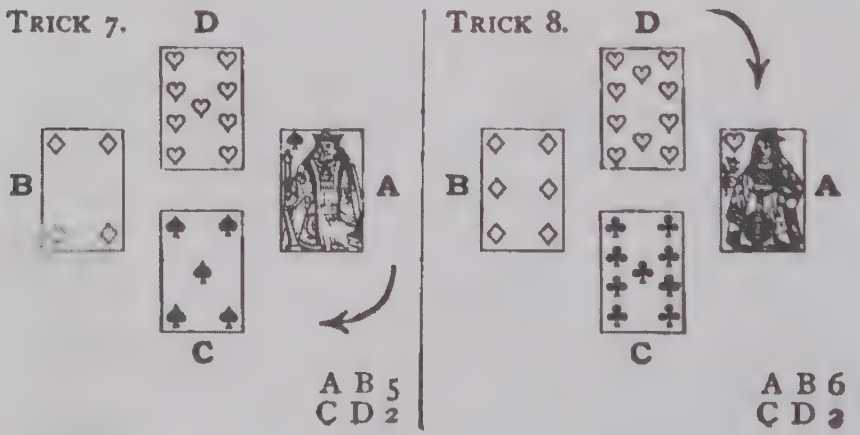
THE PLAY.



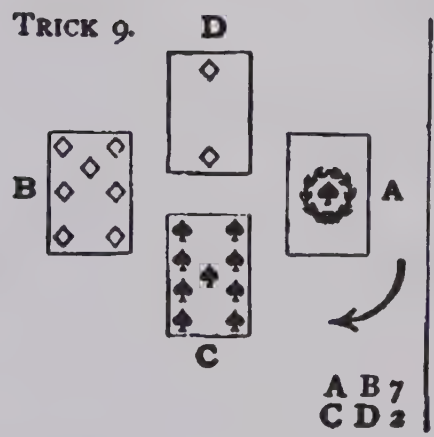
Trick 2. C reads k. and qu. h., and one small in A's hand.

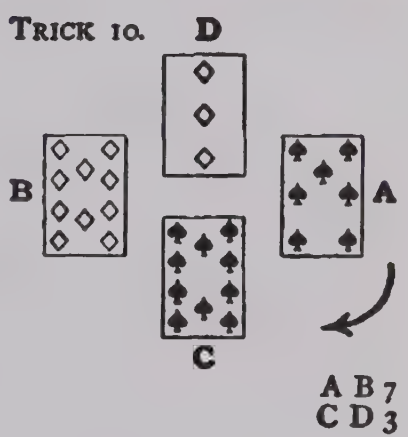


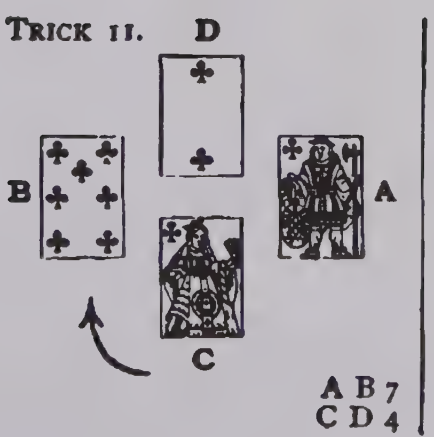
Trick 5. C knows that the 8 is D's best club, and is forced to take the obligatory finesse notifying D of his strength in the suit.

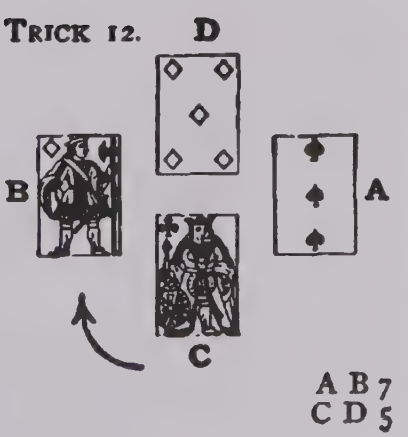


Trick 8. D saw the necessity of forcing the last trump, and thereby throwing the lead. If he should be obliged to follow to a club, he could not trump the a. s., for he would then be obliged to lead a diamond to B's strength. The a. s. must make, but the plays shows 10 s. and another in C's hand.

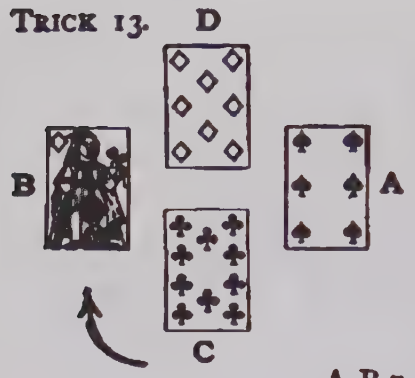








TRICK 13.



A B 7
C D 6

Trick 13. A B have 1 by card, and C D save the game.

THE HANDS (C'S HAS BEEN GIVEN).

	B'S HAND.	D'S HAND.	A'S HAND.
S.	Kn., 8, 4.		A., k., qu., 7, 6, 3.
H.		10, 9, 7, 5, 3, 2.	A., k., qu., kn., 6.
C.	A., 7, 6.	8, 2.	Kn., 5.
D.	K., qu., kn., 10, 7, 6, 4.	A., 8, 5, 3, 2.	

HAND 16.

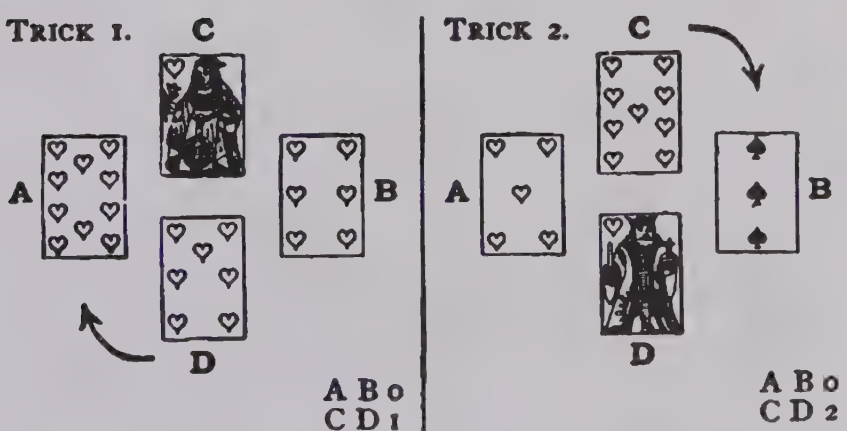
IRREGULAR play for all the points. A sample of common-sense whist.

Score, A B, 6; C D, 0. 6 c. turned.

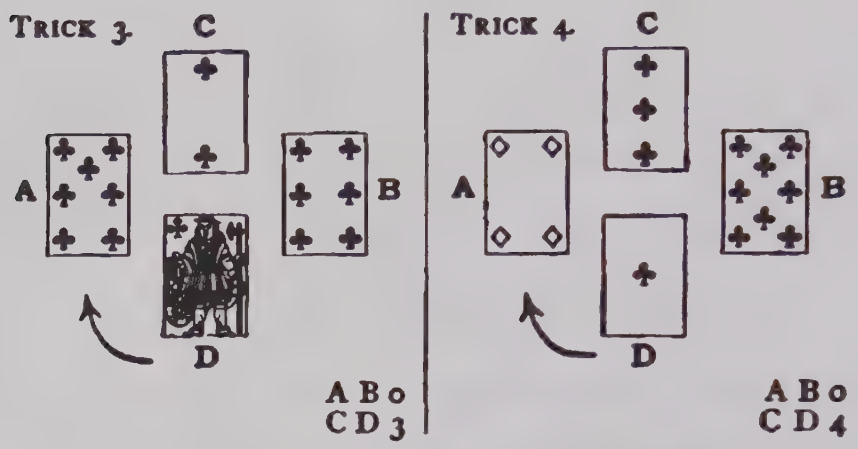
D's HAND.

S. K.
H. A., k., 8, 7, 4, 3, 2.
C. A., k., qu., kn., 4.
D.

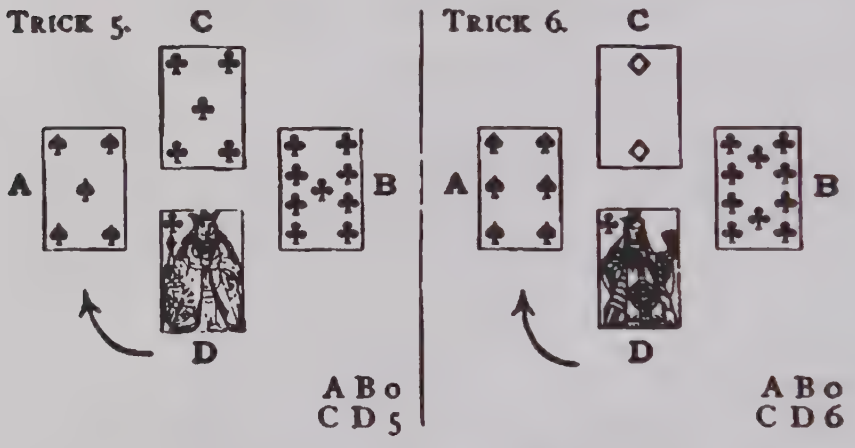
THE PLAY.



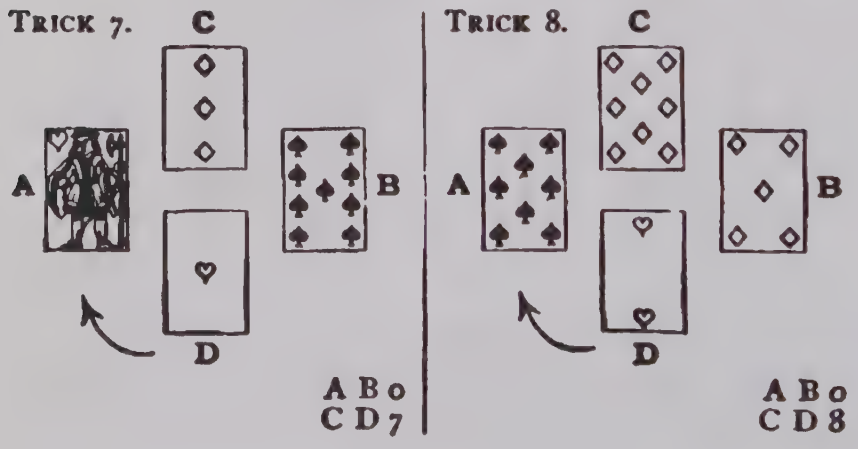
Trick 1. The irregular trial lead. Trick 2. C had no trick, and perhaps as good play as he had was to return, must fortunately, his partner's lead.

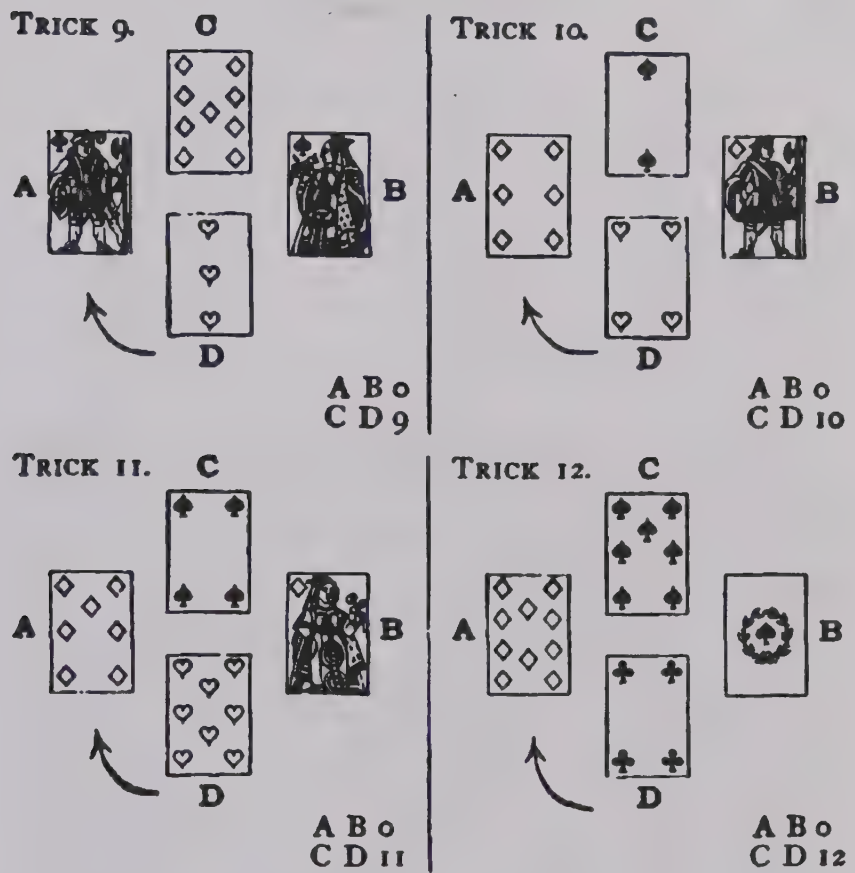


Trick 4. Showing but three more trumps.

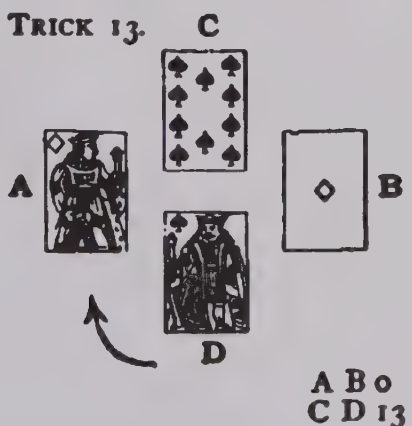


Trick 5. Six by card is now declared.





Trick 12. D had played neither s. nor d., and B happened to throw the wrong ace.



Trick 13. C D make 7 points and game.

THE HANDS (D's HAS BEEN GIVEN).

	A's HAND.	C's HAND.	B's HAND.
S.	Kn., 8, 6, 5.	10, 7, 4, 2.	A., qu., 9, 3.
H.	Kn., 10, 5.	Qu., 9.	6.
C.	7.	5, 3, 2.	10, 9, 8, 6.
D.	K., 10, 7, 6, 4.	9, 8, 3, 2.	A., qu., kn., 5.

REMARKS. — The play of Mr. Le Moyne was fashioned upon the common-sense whist of Mr. Lewis of London, and, though irregular in lead, it will be found to be managed in detail in accordance with the most correct system. The play of trumps is accurate to designate five in number, and the heart play informed his partner that but one card of either s. or d. was to be retained. His partner, by his own play, had advised that he had not that card, and Mr. Le Moyne must take the chance of its retention or discard by the opponent.

HAND 17.

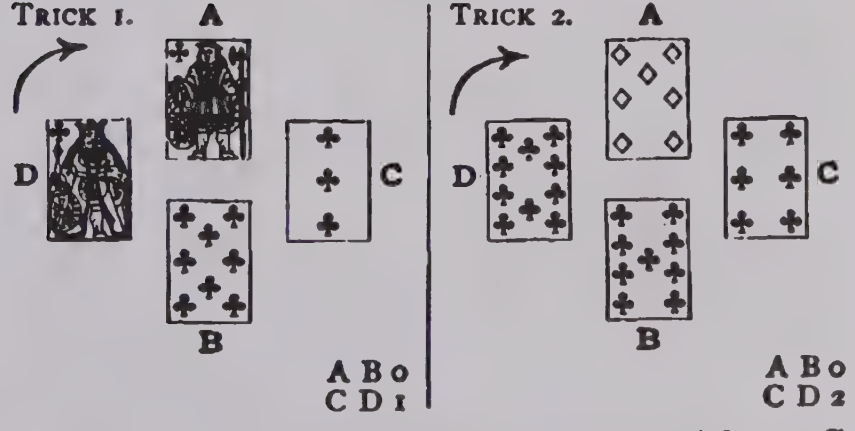
THE COUP DE SACRIFICE.

Score, A B, 6; C D, 4. 8 c. turned.

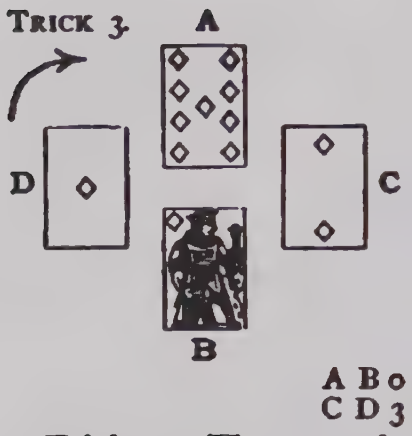
B's Hand.

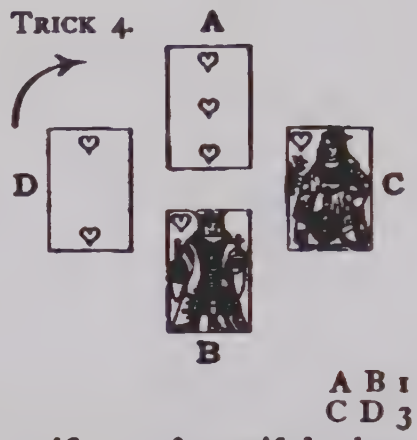
S. K., 10, 9, 3.
H. K., 8, 6, 4.
C. A., 9, 8.
D. K., 4.

THE PLAY.

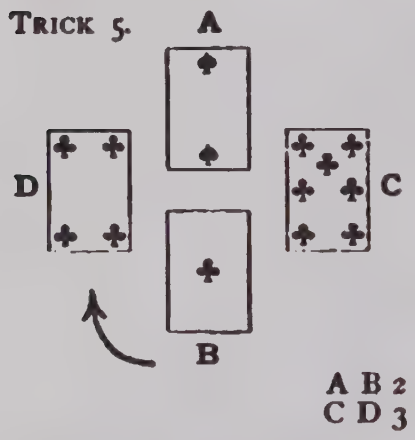


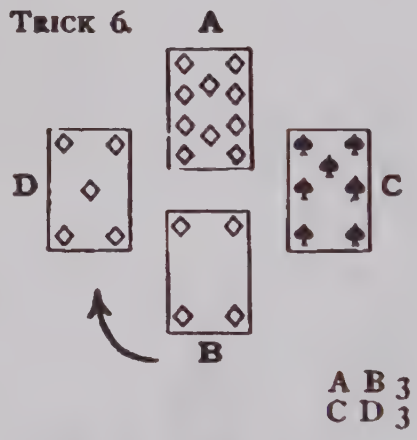
Trick 1. D plays k. at head of six. Trick 2. C has not echoed, and does not hold both a. and 7.

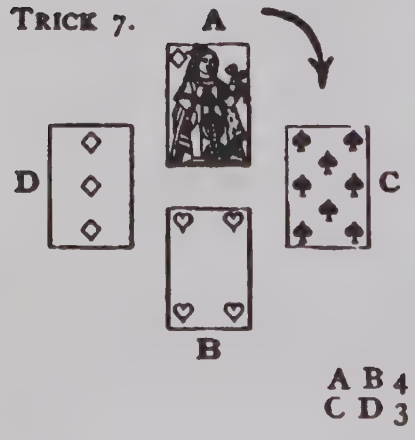


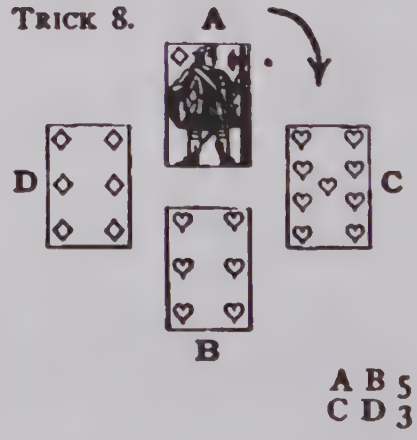


Trick 3. The coup de sacrifice, a beautiful play.
Trick 4. The 2 h., to throw the play, if possible, into C's hand, that on his lead D may get rid of his diamonds.

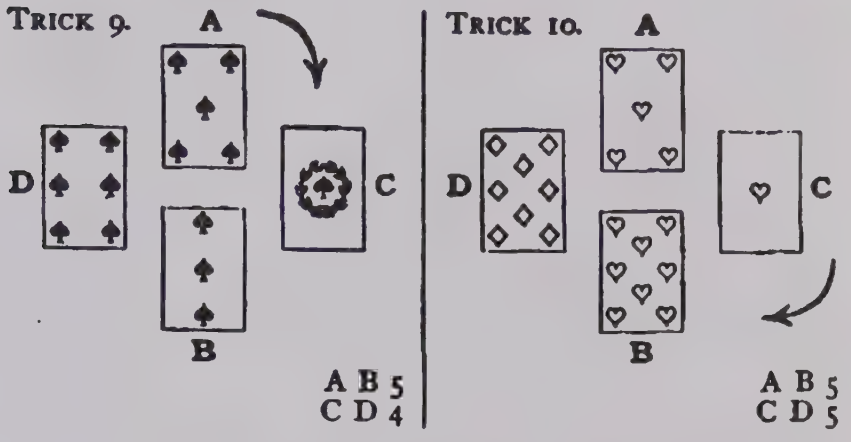








Trick 5. B reads the six trumps of D, consequently the three of C's hand, also the five diamonds of D, and the best diamonds in A's hand.



Trick 9. C reads the rest of the trumps in D's hand and but one spade and the last diamond, and plays ace.

Tricks 11, 12, and 13 are taken by D's trumps. C D make 2 by card, and A B save the game.

THE HANDS (B'S HAS BEEN GIVEN).

D'S HAND	A'S HAND.	C'S HAND.
S. 6.	5, 4, 2.	A., qu., kn., 8, 7.
H. 2.	Kn., 7, 5, 3.	A., qu., 10, 9.
C. K., qu., 10, 5, 4, 2.	Kn.	7, 6, 3.
D. A., 8, 6, 5, 3.	Qu., kn., 10, 9, 7.	2.

HAND 18.

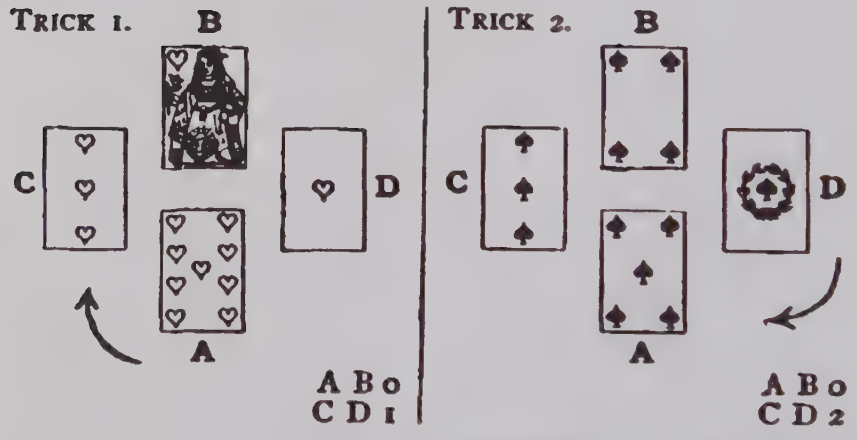
THE GRAND COUP.

Score, A B, 4; C D, 6. 5 h. turned.

A's Hand.

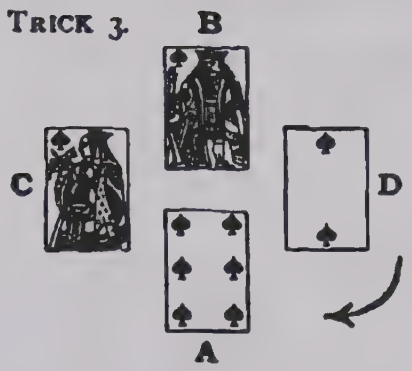
S. 8, 6, 5.
H. K., kn., 9, 7, 2.
C. 8, 6, 3.
D. A., 9.

THE PLAY.



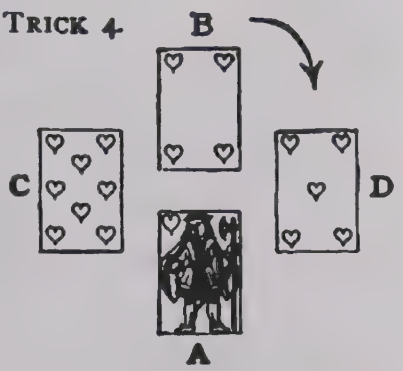
Trick 1. The correct lead, whether in trumps or plain suit. Trick 2. D, having deuce at foot of suit, opens with a. at head of four.

TRICK 3.



A B 1
C D 2

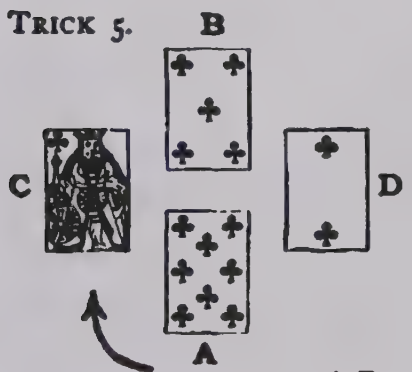
TRICK 4.



A B 2
C D 2

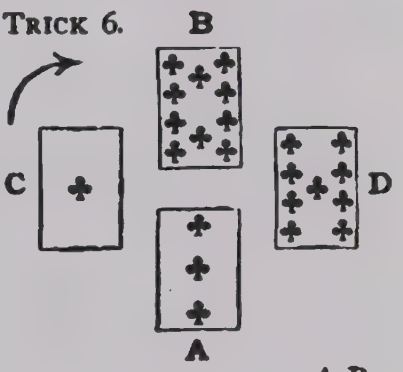
Trick 4. B has the 10 and 6 h., or he has no more.

TRICK 5.



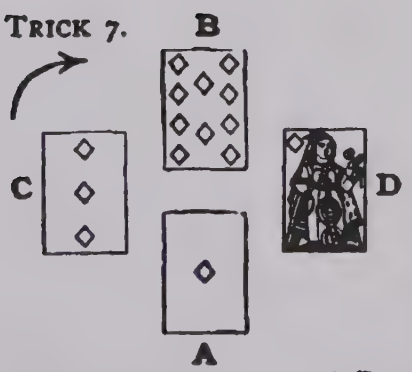
A B 2
C D 3

TRICK 6.



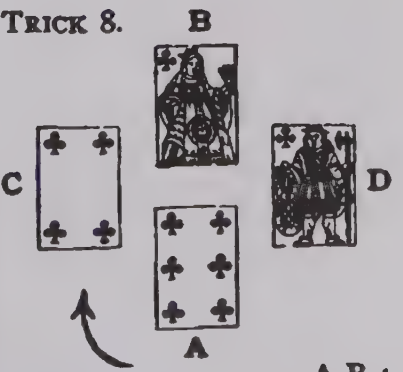
A B 2
C D 4

TRICK 7.



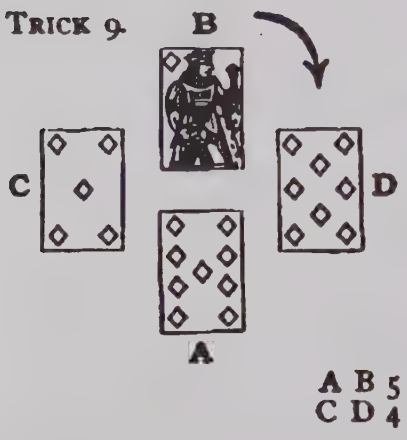
A B 3
C D 4

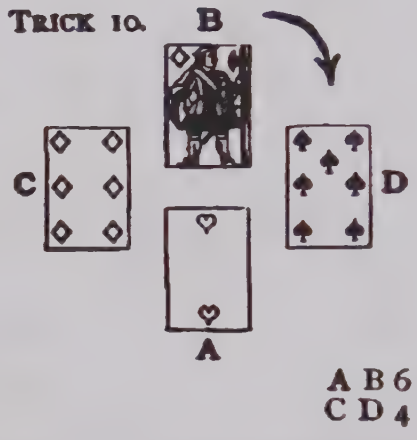
TRICK 8.



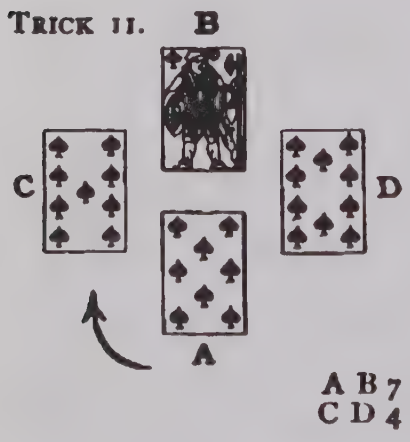
A B 4
C D 4

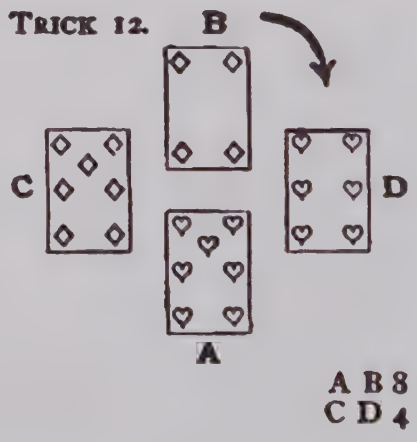
Trick 7. C throws the diamond, hoping for a single trick in the suit by his partner, to save the game. If D cannot take the trick, C has at least thrown the lead, so that A must lead up to D.



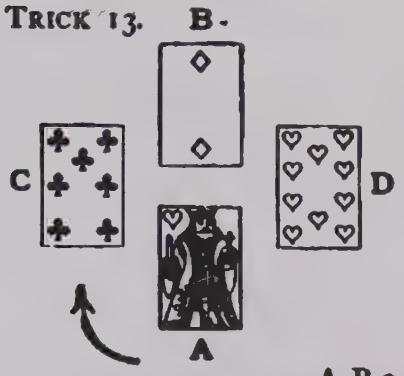


Trick 10. The grand coup. A trumps his partner's trick to return the spade, of which suit he may have the kn., because, if B has it, A B make the game. D properly discards a spade, for if he trumps he will be over-trumped, and his last trump drawn.





TRICK 13.



A B 9
C D 4

Trick 13. A B have 3 by card and game.

THE HANDS (A's HAS BEEN GIVEN).

	C's HAND.	B's HAND.	D's HAND
S.	Qu., 9, 3.	K., kn., 4.	A., 10, 7, 2.
H.	8, 3.	Qu., 4.	A., 10, 6, 5.
C.	A., k., 7, 4.	Q6., 10, 5.	Kn., 9, 2.
D.	7, 6, 5, 3.	K., kn., 10, 4, 2.	Qu., 8.

HAND 19.

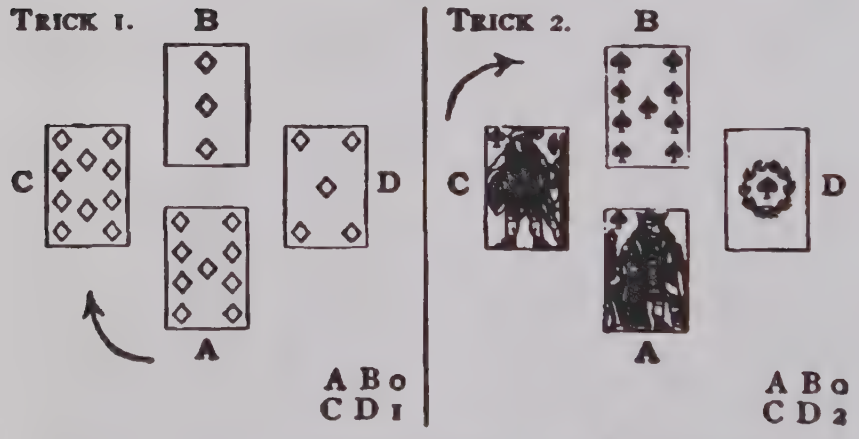
THROWING the lead; refusal to play from seven trumps; the American play.

Score, A B, 6; C D, 6. 5 c. turned.

A's HAND.

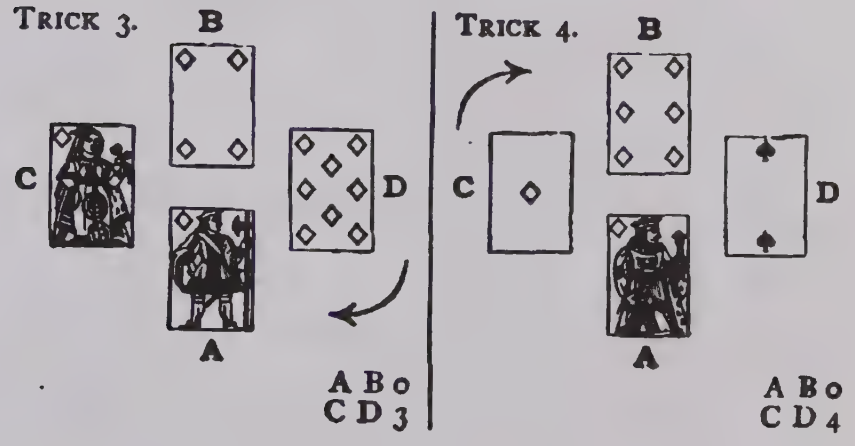
S. K.
H. K., 4.
C. K., 10, 9, 8, 7, 6, 2.
D. K., kn., 9.

THE PLAY.

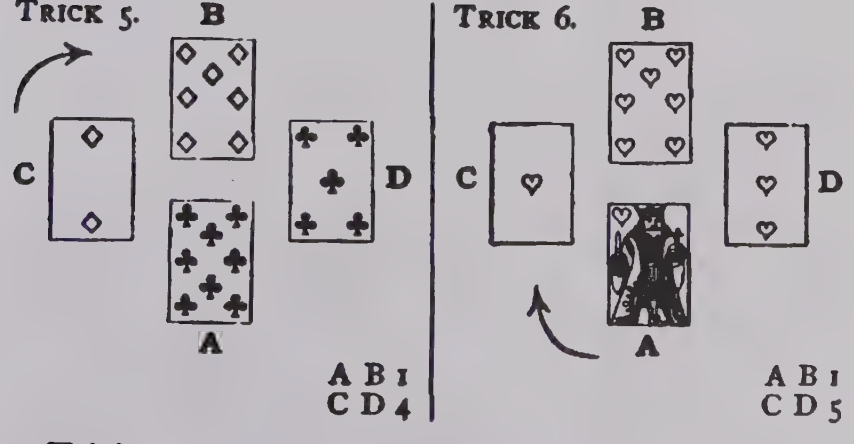


Trick 1. A correctly plays the American lead. He has but four sure tricks, unless the play is made up to him. His first purpose, therefore, is to throw

the lead. C, holding double tenace, of course plays 10. If he throws qu., as required by English whist, he loses a trick. Trick 2. C's best play. If B covers, he loses a trick.

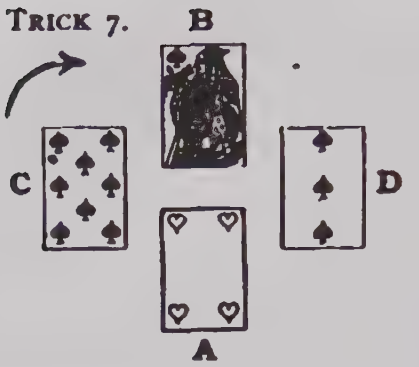


Trick 3. D's best play.



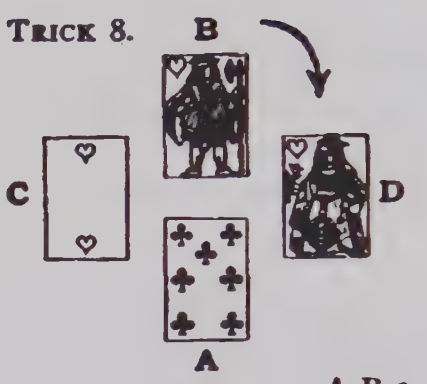
Trick 5. Here was a choice of play, but probably the force was better than any other.

TRICK 7.



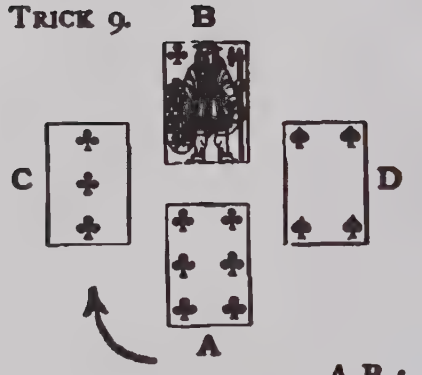
A B 2
C D 5

TRICK 8.



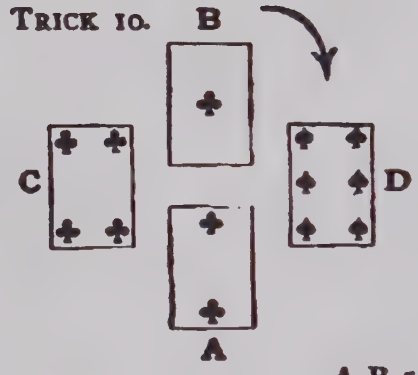
A B 3
C D 5

TRICK 9.



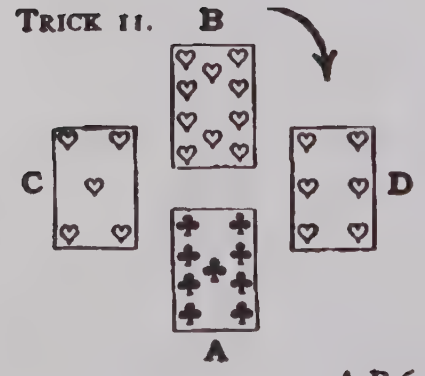
A B 4
C D 5

TRICK 10.



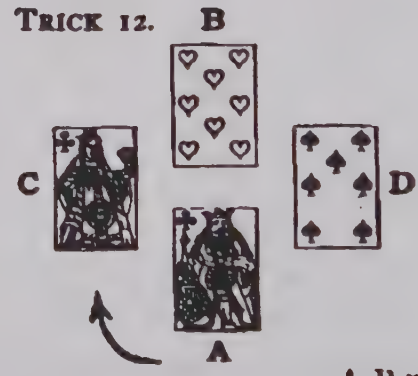
A B 5
C D 5

TRICK 11.



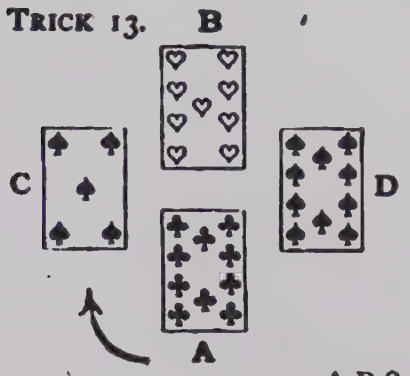
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 8
C D 5

Trick 13. A B make 2 by card.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	Kn., 8, 5.	Qu., 9.	A., 10, 7, 6, 4, 3, 2.
H.	A., 5, 2.	Kn., 10, 9, 8, 7.	Qu., 6, 3.
C.	Qu., 4, 3.	A., kn.	5.
D.	A., qu., 10, 2.	7, 6, 4, 3.	8, 5.

HAND 20.

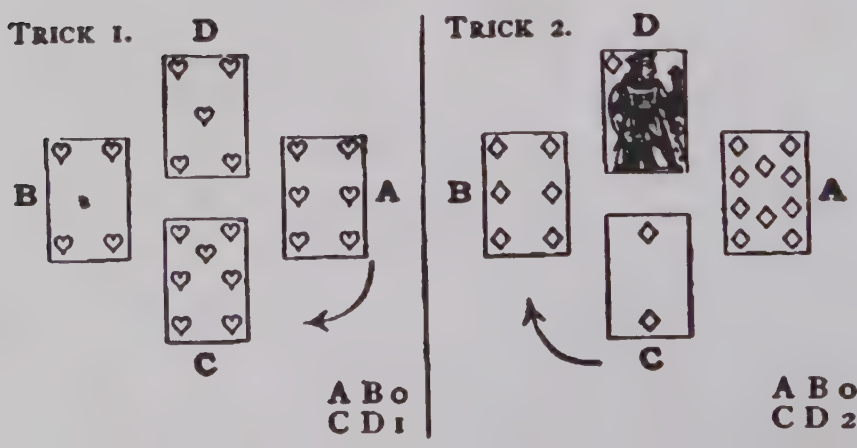
A YARBOROUGH.

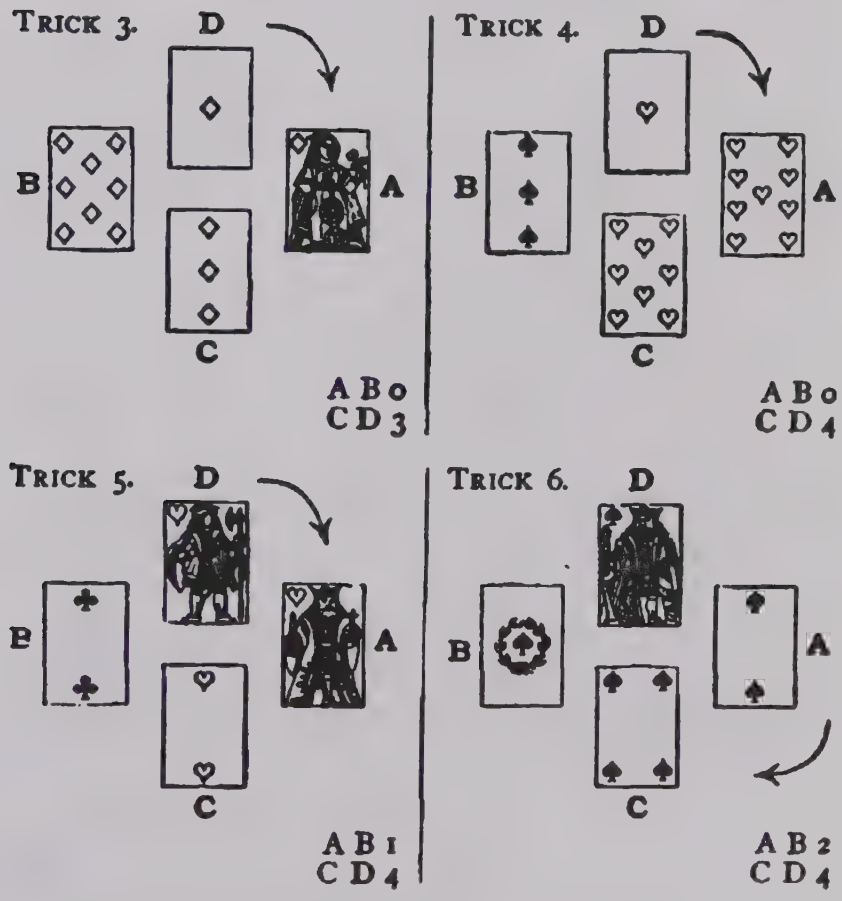
Score, A B, 5; C D, 4. 7 d. turned.

C's Hand.

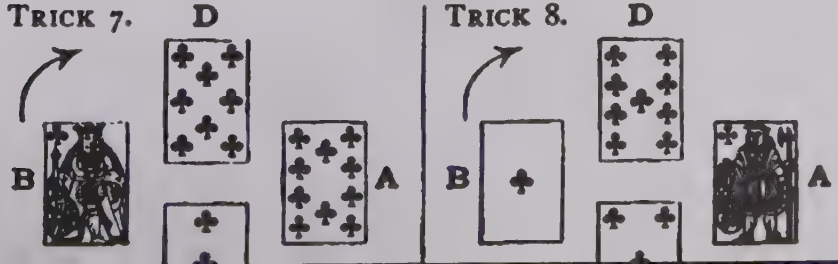
S. 7, 5, 4.
H. 8, 7, 2.
C. 6, 5, 3.
D. 5, 4, 3, 2.

THE PLAY.

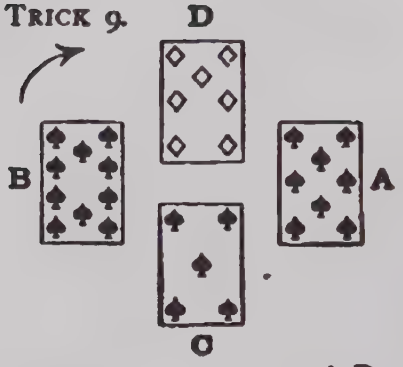




Trick 6. B, seeing that A led from four, plays a. to insure the trick, to lead his clubs, and perhaps on another s. or c. to save the game.

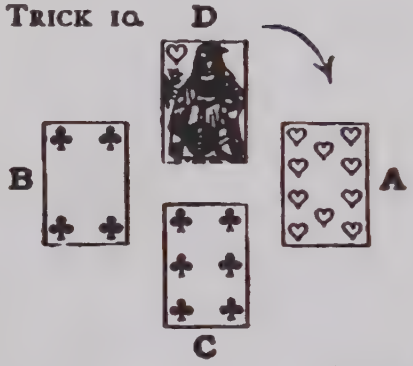


TRICK 9.



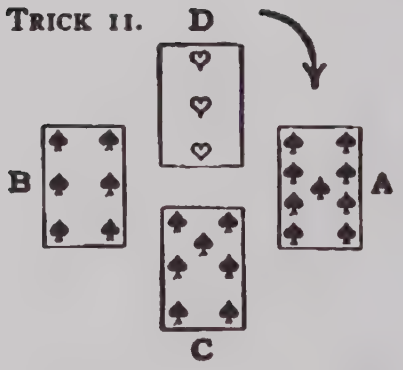
A B 4
C D 5

TRICK 10.



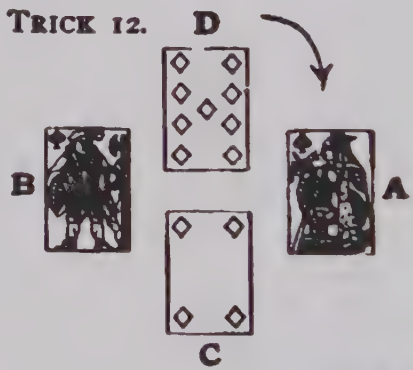
A B 4
C D 6

TRICK 11.



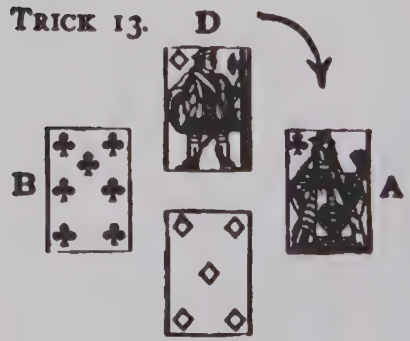
A B 4
C D 7

TRICK 12.



A B 4
C D 8

TRICK 13.



THE HANDS (C's HAS BEEN GIVEN).

	A's HAND.	D's HAND.	B's HAND.
S.	Qu., 9, 8, 2.	K.	A., kn., 10, 6, 3.
H.	K., 10, 9, 6.	A., qu., kn., 5, 3.	4.
C.	Qu., kn., 10.	9, 8.	A., k., 7, 4, 2.
D.	Qu., 10.	A., k., kn., 9, 7.	8, 6.

REMARKS. — The hand of C would at once be condemned by an ordinary player. But its proper play by a good player insured the game to D. If C had thrown the 2 h. upon the 6 led by A, it would have cost the kn. to take the trick, very much impairing D's hand. But, with the strength in hearts left him, and the lead of the small trump by C, the game was probably declared upon the second trick. Without a card above the 8, C took one trick and gave his partner encouragement to play winning cards. It is true that the game might have been won by guess-work play, but it is also true that a trick could have been lost if D had been placed in the position of leader. The result is nothing; the proper management of a very inferior hand is all.

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